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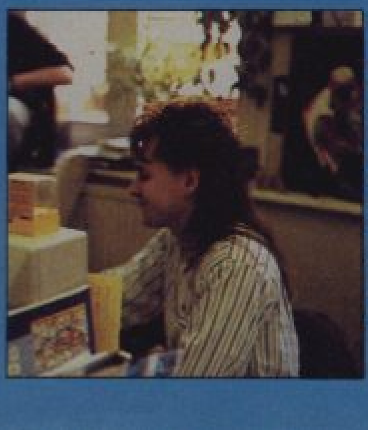






CONTENTS & CREDITS

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EDITOR: JULIAN "JOLLY JAZ" RIGNALL
"Ho ho ho!" says Jaz. "What I want for Christmas is... um... Ooh, I think it'd have to be a Black Knight pinball machine. Either that or a few new games for my Gameboy, or perhaps an FM Towns or..."



TS

MEGA COMPS THE HOTLINES! 12

Pick up the phone, dial the number and you could be the luck-ee winner of TWO PC Engines, copies of It Came From the Desert complete with SF vids, and a load of Sega Mastersystem software. Blimey!

WIN A ROBOCOP! 42

Well, sort of. Ocean put up a giant Tomy Robo-chum and copies of Robocop, the game and the video! AIIIEEE!!

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Thanks to Virgin Mastertronic, we're giving away a ghetto blaster with built-in CD player as well as a CD of the Ninja Warriors coin-op music. Fifteen copies of the game up for grabs too!!





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Get your votes in for the cream of 1989's crop of games, in the definitive computer entertainment awards. Remember, your votes make the stars!

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Empire sign up Lucasfilm's latest corker, Pipemania. We've also got news of some hot new stuff from Accolade, Power Boat and Jack Nicklaus' Golf, as well as the Domark conversion of Tengen's Cyberball, and Vendetta from System 3!

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If you missed any of the C+VG Holopreviews, this is your chance to fill up those big white spaces in your Holobooklet.



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A tour of the latest coin-ops to hit an arcade near you. We take a look at CAL 50, Block Hole, Pang, Ugh! and World Cup and World Masters.

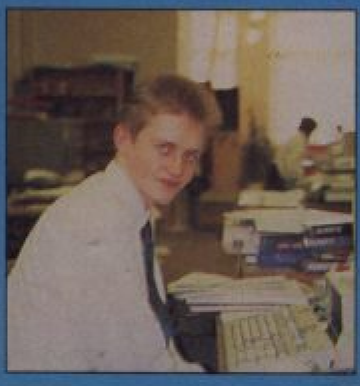
THE OTHER STUFF

REVIEWED THIS MONTH

JAN 1990 No 98



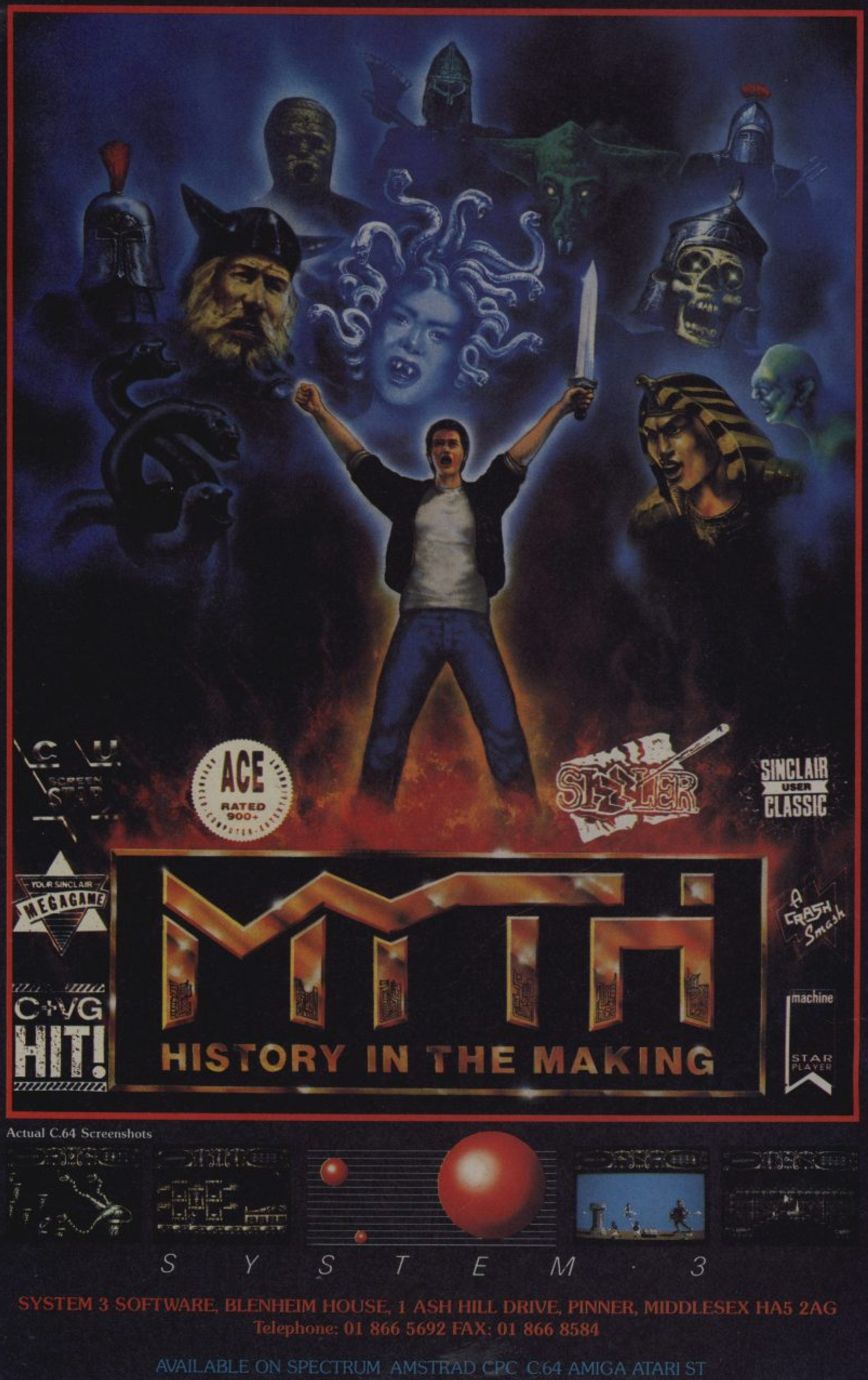
ART EDITOR: ANDREA "MISS L TOW" WALKER
"Ooh, ooh, what do I want to find in my stocking? Um, um, ooooooh... Noooo, not one of those... Hmmmmmm. Ooh, I know, I'd love a..." So sorry, Andy, time's up.



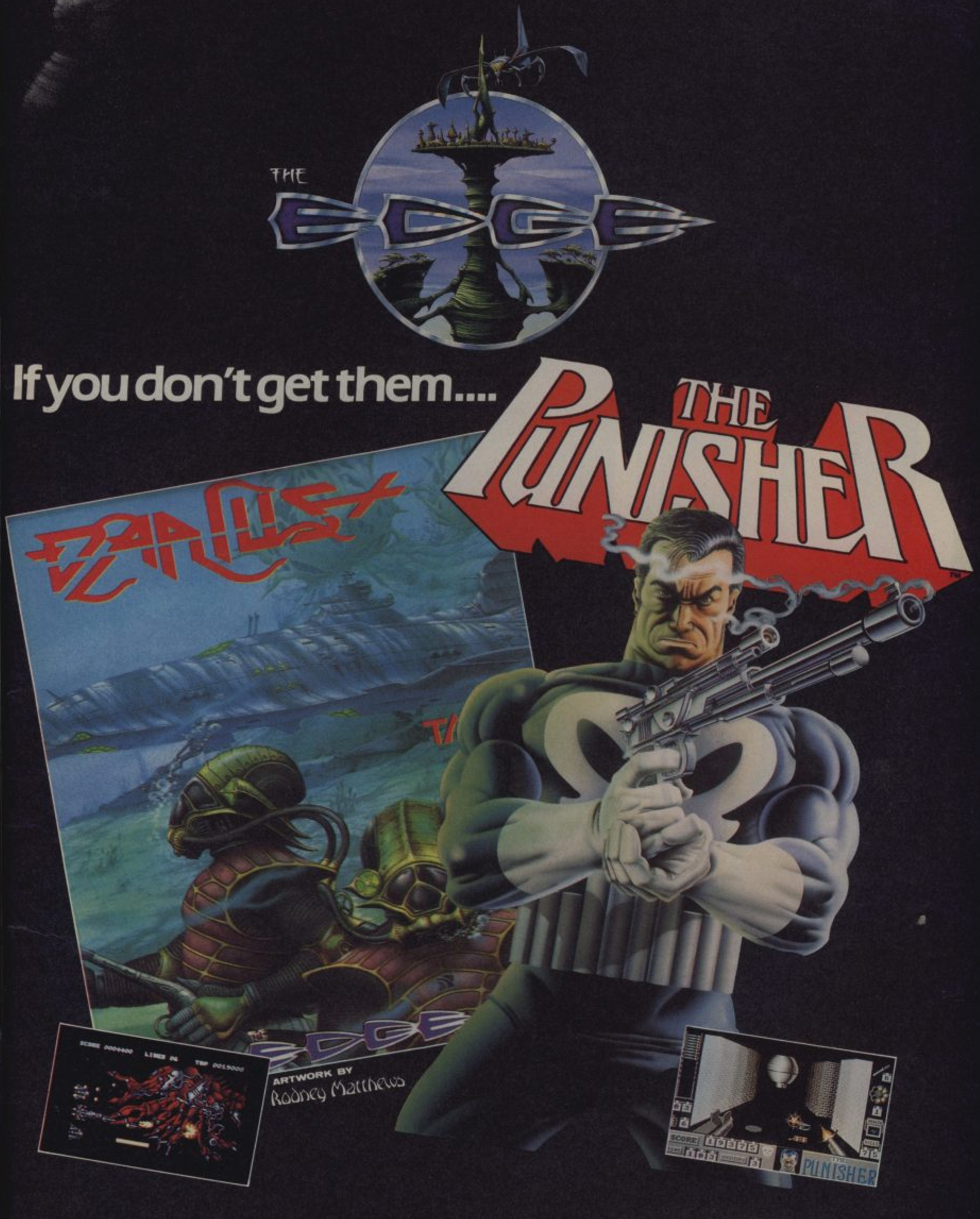
STAFF WRITER: PAUL "BING" GLANCEY
"I'm dreamin'... of a whiiiite Christmas... bo, bo, bo, bo... just like the wuuuns I used to knooooow... where the tree-tops glisten, and chill . dren listen, to heeee..." Oh, do turn him off, somebody.



STAFF WRITER: PAUL "RUDE OLPH" RAND
"Hey, Ah'll tell you worrawant for Chrissmiss. Just gis a crate of Grolsch, a box o' tabs, a canny bord... an' a lonnnng holiday to recuperate. Champ'yin!" (He's not really like this, readers - Ed)



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THIS YEAR

THE BEST GAMES OF '89

Which games were the best this year? Here's the answer - the following list shows the 25 games which scored the highest marks when they were reviewed in C+VG during 1989.

CHASE HQ 97%
(SPECTRUM)
Ocean's fab Police chase arcade conversion.

SUPER MARIO BROS II 97%
(NINTENDO)
Unbelievably addictive cartoon-quality platform game.

INDY 500 96%
(PC)
Simply the best racing game we've ever seen.

POPULOUS 96%
(AMIGA)
A fantastic God simulator from EA

GHOULS 'N' GHOSTS 96%
(MEGADRIVE)
Incredibly accurate conversion of the arcade game.

F29 RETALIATOR 96%
(AMIGA)
The greatest flight/combat simulator released.



GUNHED 96%
(PC ENGINE)
Superb, arcade quality shoot 'em up.

XENON II 96%
(AMIGA)
Ditto!

IT CAME FROM THE DESERT 95%
(AMIGA)
Cinemaware's latest and greatest.

DAMOCLES 95%
(ST)
Novagen's much-awaited to Mercenary is a corker!

TETRIS 95%
(GAMEBOY)
Addictive beyond belief - one go and you're hooked!

ROBOCOP 95%
(SPECTRUM)
This year's best seller, and quite rightly so.

DUNGEON EXPLORER 94%
(PC ENGINE)
Fabulous five-player Gauntlet-style arcade adventure.

DRAGON SPIRIT 94%
(PC ENGINE)
Great graphics, sound and playability make this console conversion a winner.

SIM CITY 94%
(AMIGA)
Become a Mayor and build an entire city in this brilliant and utterly original title.

FALCON 93%
(ST)
This flight sim is so real the USAF train their pilots with it.

TV SPORTS FOOTBALL 93%
(AMIGA)
Another great Cinemaware release - this one based around American football.

STUNT CAR 93%
(ST)
Beautifully stylised and extremely playable 3D racing game.

FINAL LAP TWIN 93%
(PC ENGINE)
Thrilling simultaneous two-player race game.

RAINBOW ISLANDS 93%
(ST)
A stunning conversion - sadly yet to be released.

SWITCHBLADE 93%
(AMIGA)
Slick, polished and addictive platform romp.

TURBO OUTRUN 93%
(C64)
Excellent arcade conversion from US Gold.

F-15 STRIKE EAGLE II 93%
(PC)
Graphically impressive and very enjoyable combat simulation.

STRIDER 93%
(ST)
Very accurate conversion of the brilliant coin-op.

MARIOLAND 93%
(GAMEBOY)
Mario appears on hand-held and is just as much fun.



NEXT YEAR

THE C+VG TOP ARCADE GAMES OF 1989

1. STUN RUNNER (ATARI)
Atari's fantastic Roadblasters-in-a-tunnel race game - a visual and aural experience to be savoured.

2. SUPER MONACO GP (SEGA)
The fastest, most action-packed race game yet seen in the arcades.

3. WINNING RUN (NAMCO)
Namco's ultra-realistic filled-3D racing simulation is a joy to drive.

4. HARD DRIVIN' (ATARI)
Speed and stunt tracks are both part and parcel of this thrilling race game.

5. NARC (WILLIAMS)
Ultraviolent and extremely gory - but great fun as you and a partner take on a huge drugs syndicate armed with guns and rockets.

WHAT TO LOOK OUT FOR NEXT YEAR

GAMEBOY

Nintendo's fantastic Gameboy has sold well over 2,000,000 units in Japan, and is released in the UK in the early part of next year. Software is already piling up for it, with 19 titles now available in Japan. Keep your eyes peeled for a special feature early next year.

ATARI LYNX

The much talked-about Atari Lynx will appear around Easter next year. It's certainly a stunning machine, and hopefully there'll plenty of new software to back it up when it goes on sale. We'll be first with the reviews.



SEGA MEGADRIVE

What more can we say about this great machine that you don't already know? It's going to be officially launched in the UK in April - hooray!!

SUPER NINTENDO

The Super 16 bit Nintendo is released in Japan in July and promises to be the most powerful home machine ever seen, containing an incredible array of custom chips. We'll keep you posted closer to the date...



THE SHAPE OF GAMES TO COME JUST SOME OF THE GOODIES YOU'LL BE ABLE TO SAMPLE NEXT YEAR...

STUN Runner was snapped up by Domark about .0002 seconds after it made its debut in the arcades. They've certainly done the business with Hard Drivin', but how will they get on with Atari's massive 3D monster? Only time will tell...

Activision have two film titles up their sleeves at the moment, **Die Hard** and **The Abyss**. Will they appear during 1990? Who knows...

Robocop II is released in the Cinema next year - and Ocean have got the rights to produce a computer game of the film. We can't wait.

The computer game of **Back to the Future II** should appear sometime during next year. As should the game of **Back to the Future III**...

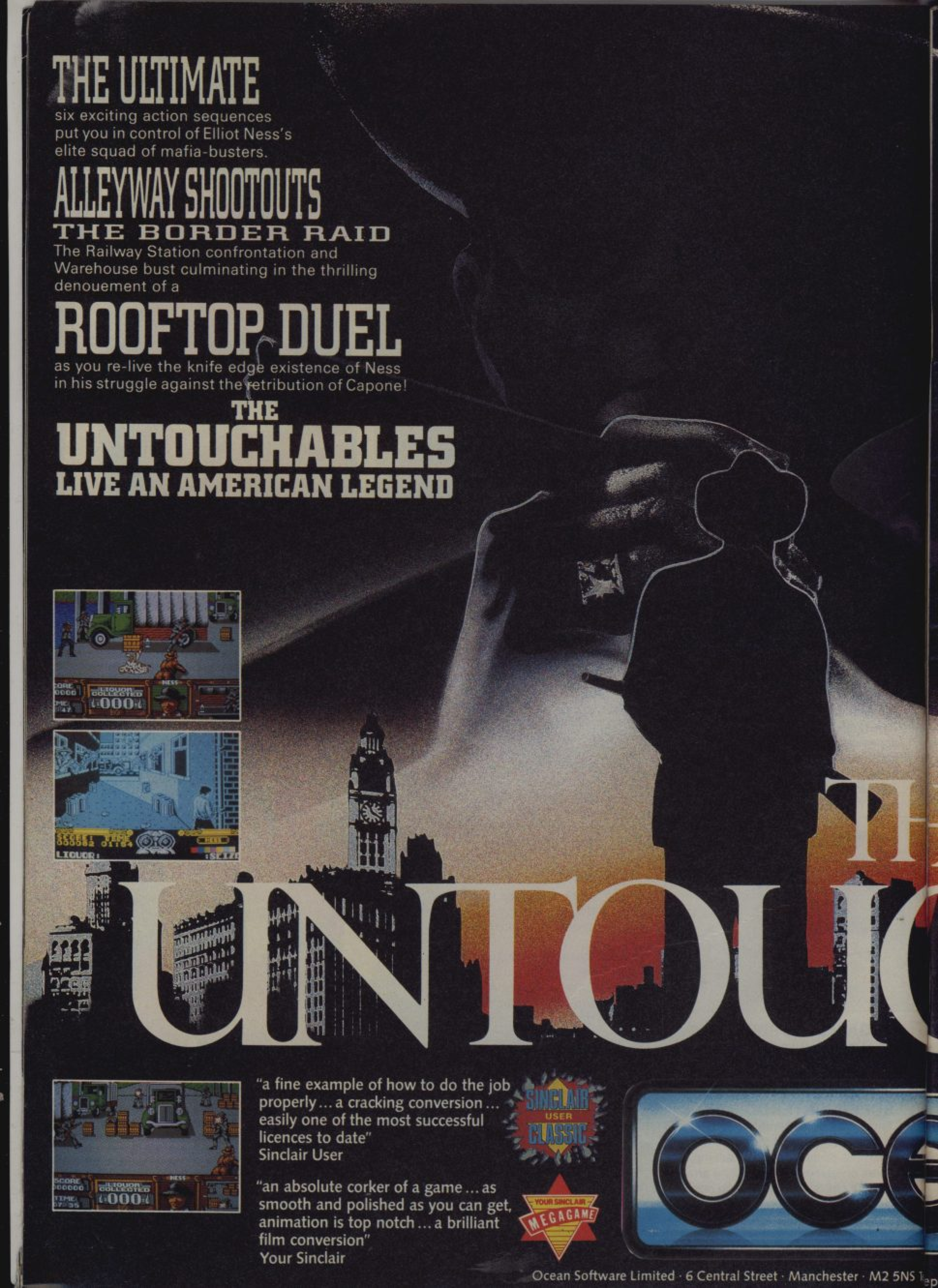
Another film tie-in from Ocean is **Night Breed** - the film sounds very promising, and the game has already been in production for six months!

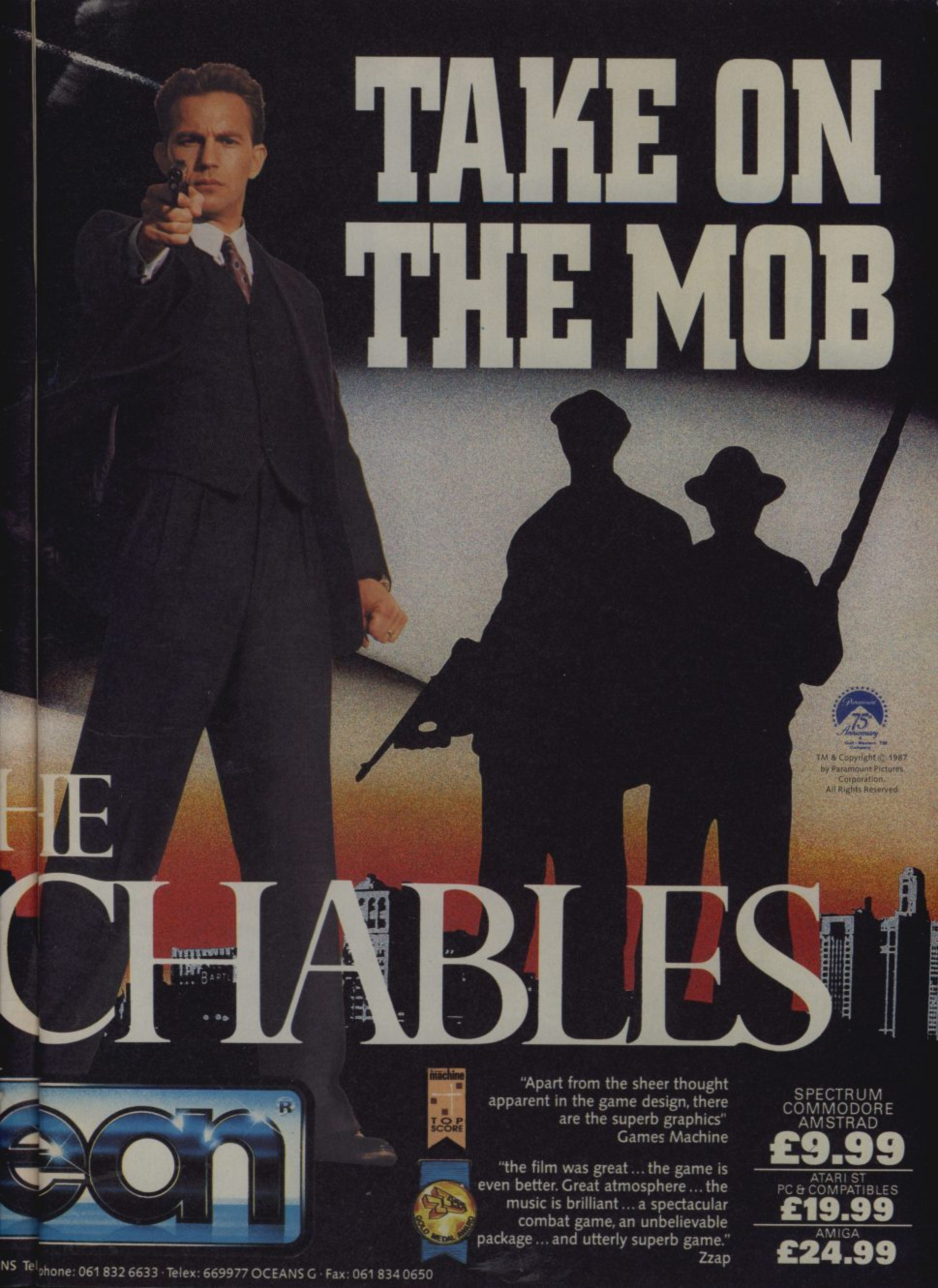
Arcade conversions coming from Ocean are Data East's James Bond style spy game, **Secret Agent** and the brilliant two-player Double Dragon type combat game, **Shadow Warriors**.

Battle Command, the follow up to Carrier Command is scheduled for a March release, and it should be a stunner...

The follow-up to **Retaliator** is also planned - watch out for it.

Hard Drivin' extra track disks are released by Domark early next year and, later in the year, full track editor disks.


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six exciting action sequences put you in control of Elliot Ness's elite squad of mafia-busters.
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THE BORDER RAID
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LINE TWO
0898 555 537
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We've had a vast response to our Micromedia PC Engine lines, so we've decided to hold each comp open for another month! If you couldn't get through before, this is your big chance. One of these fab consoles plus two of Micromedia's games could be yours, so what are you waiting for? Get on that blower!

LINE THREE
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WIN ANOTHER PC ENGINE!!!

Yep, this is the other Micromedia PC Engine line! Again, one of Micromedia's PC Engines, and two games of the winner's choice are up for grabs. So if you want one of these little big consoles get your digit stuck in that dial doubleplusquick!

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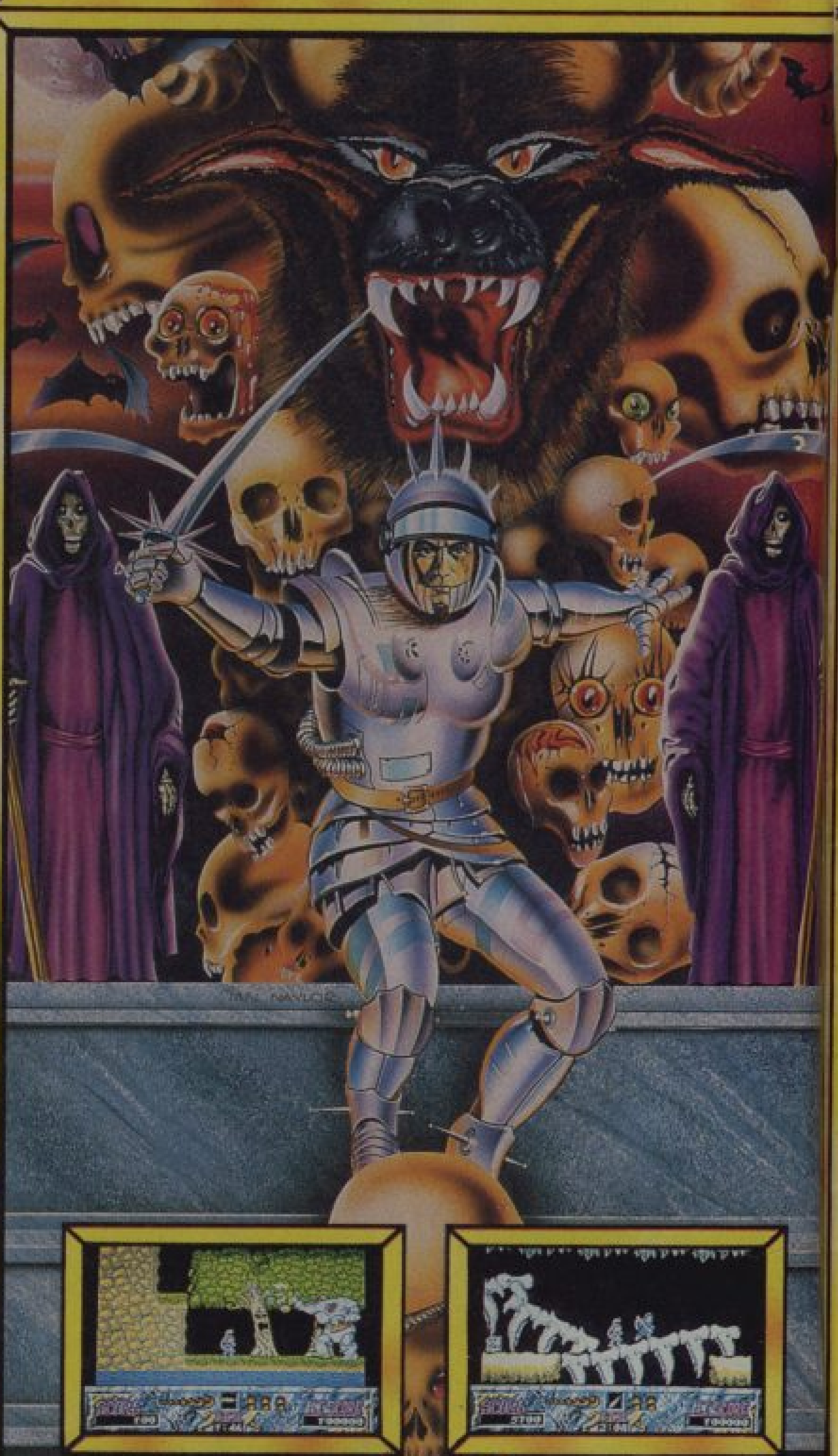
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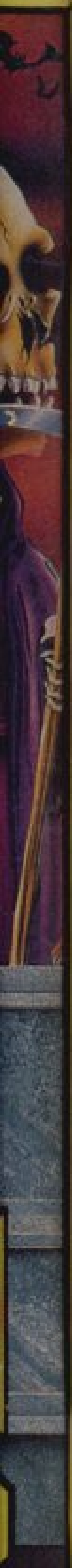
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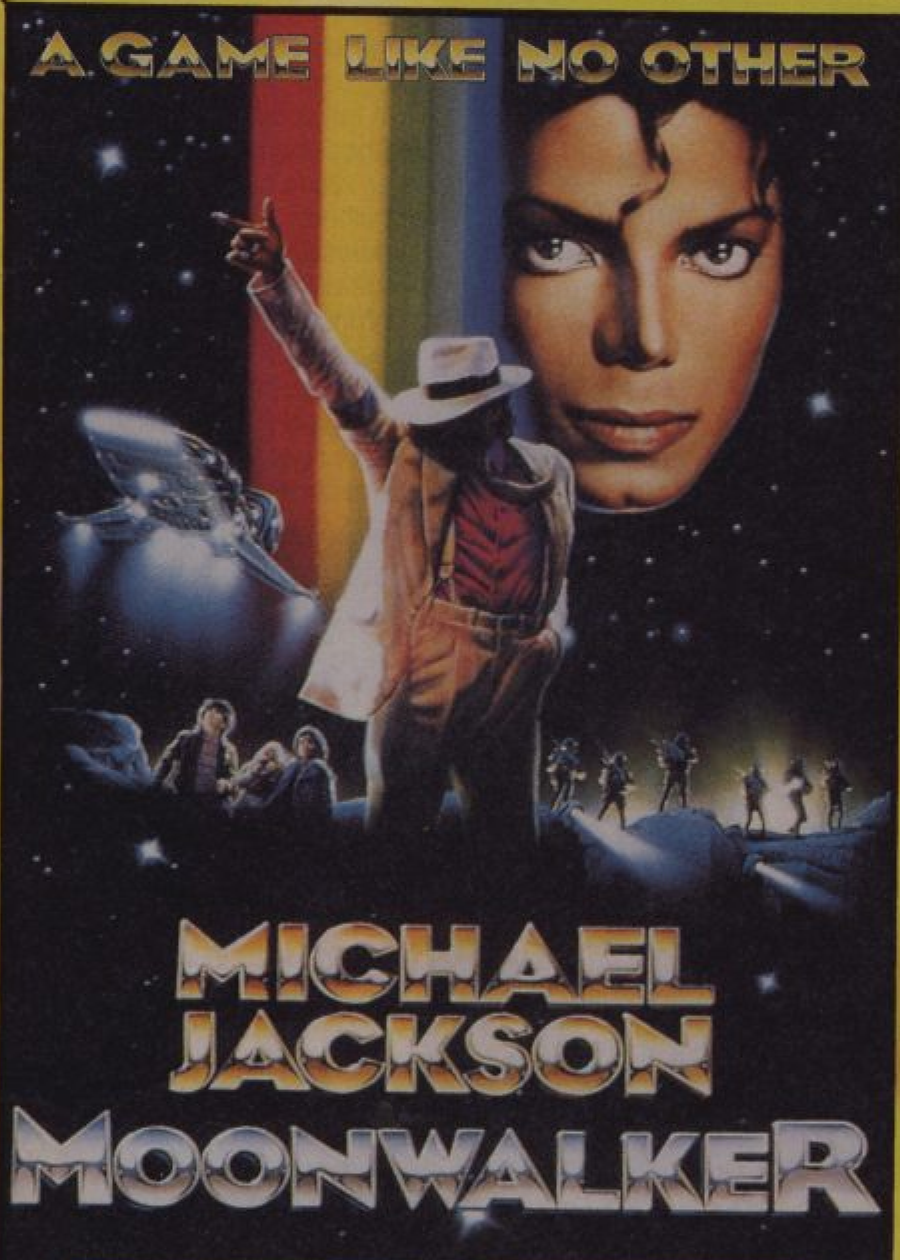
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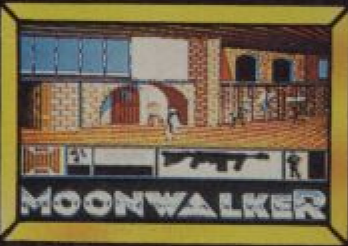
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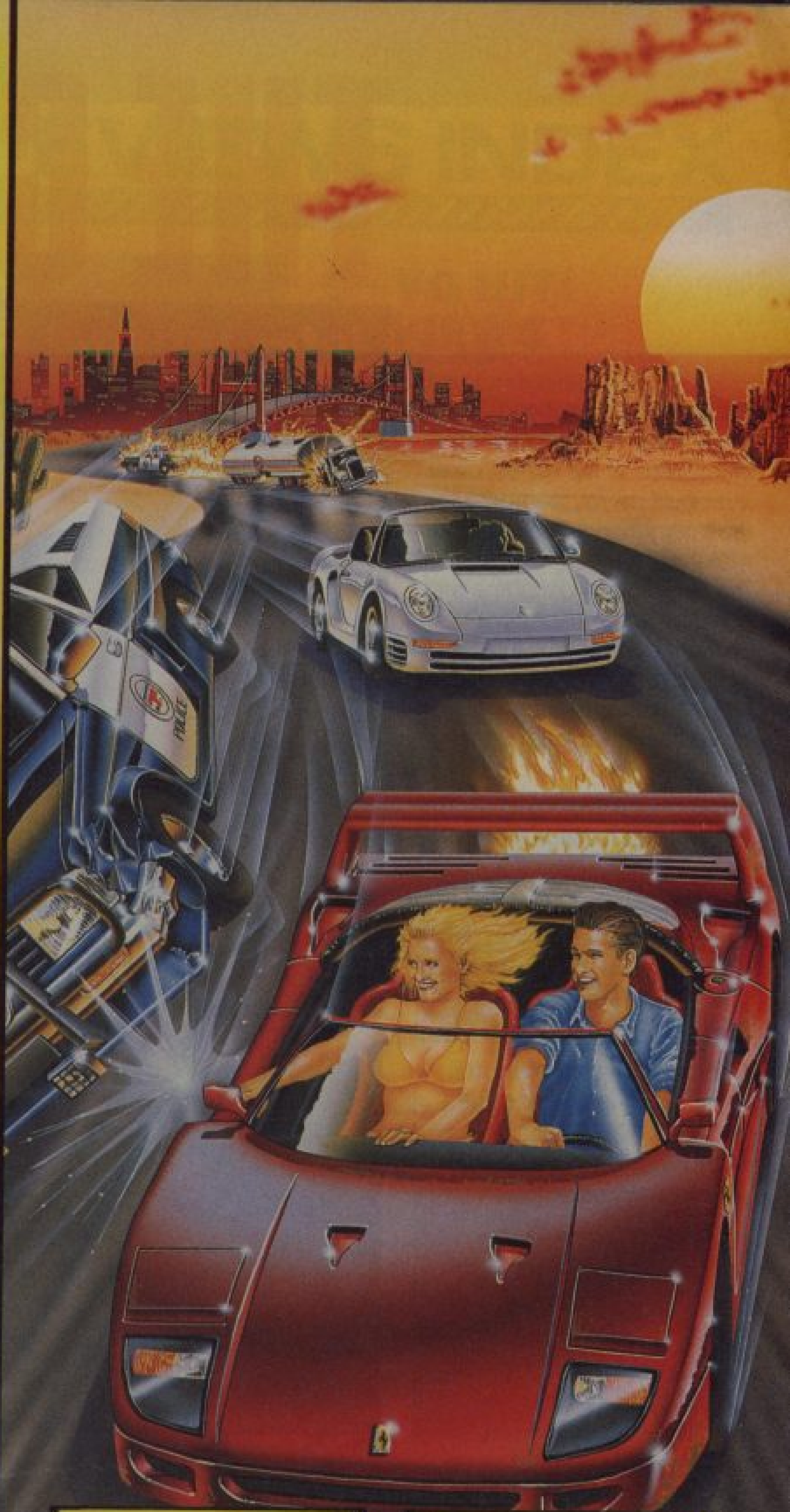


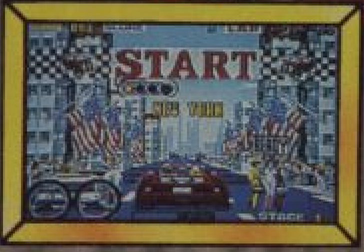


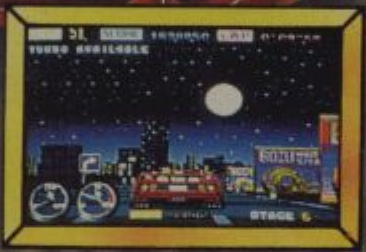
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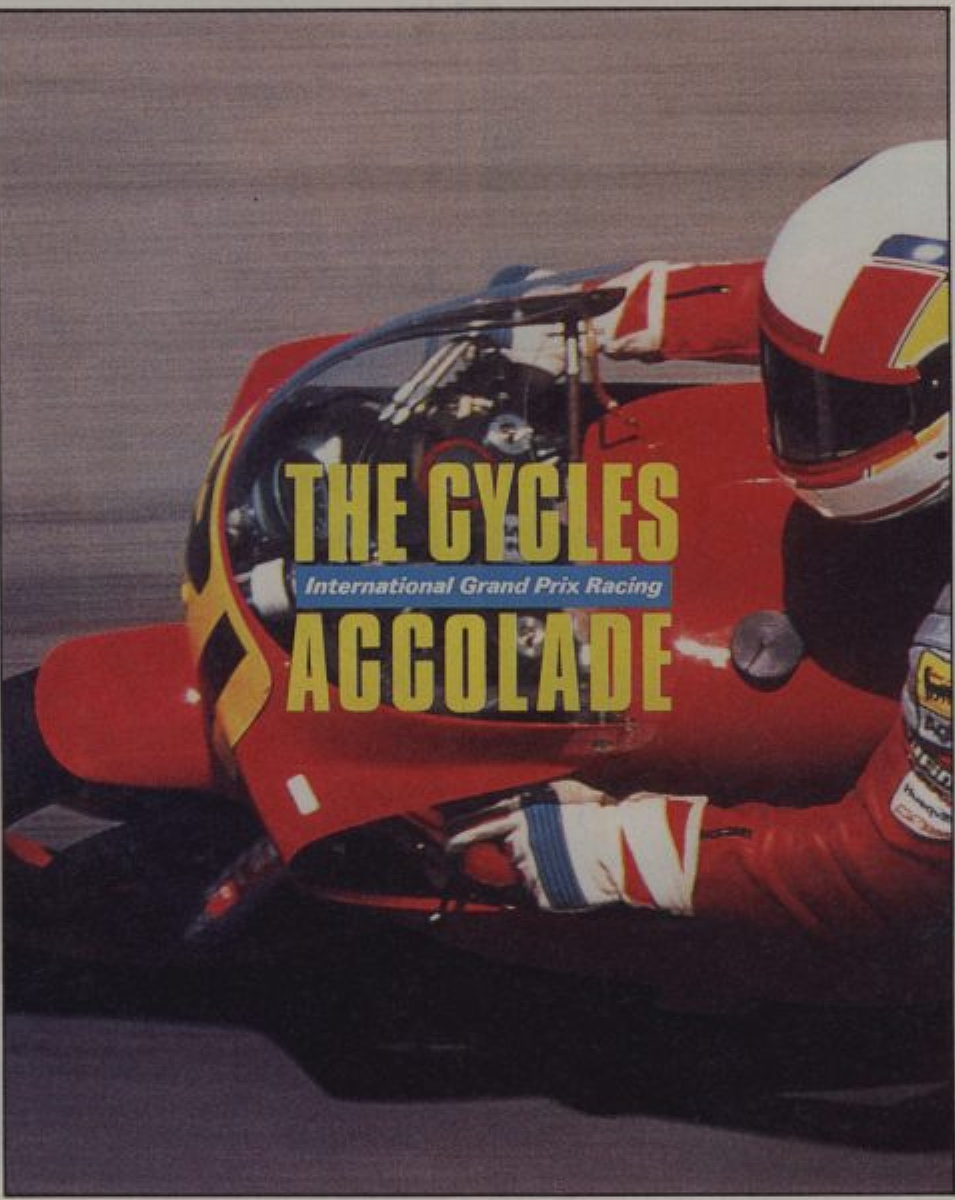
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REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

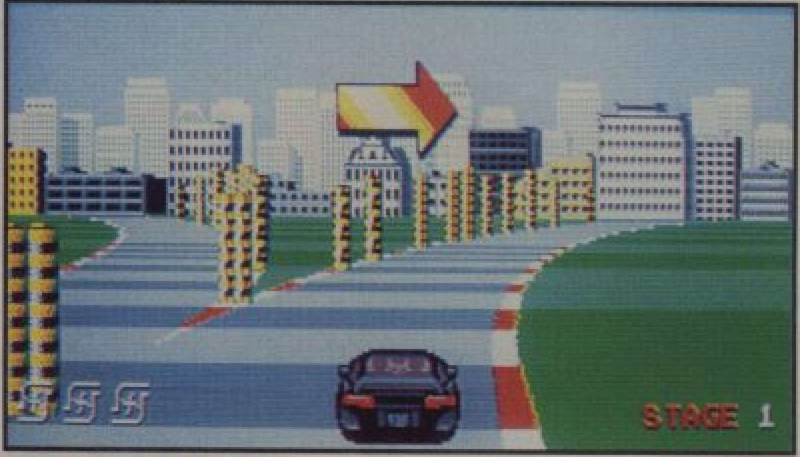
THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.



REVIEWS

C+VG HIT! REVIEWS



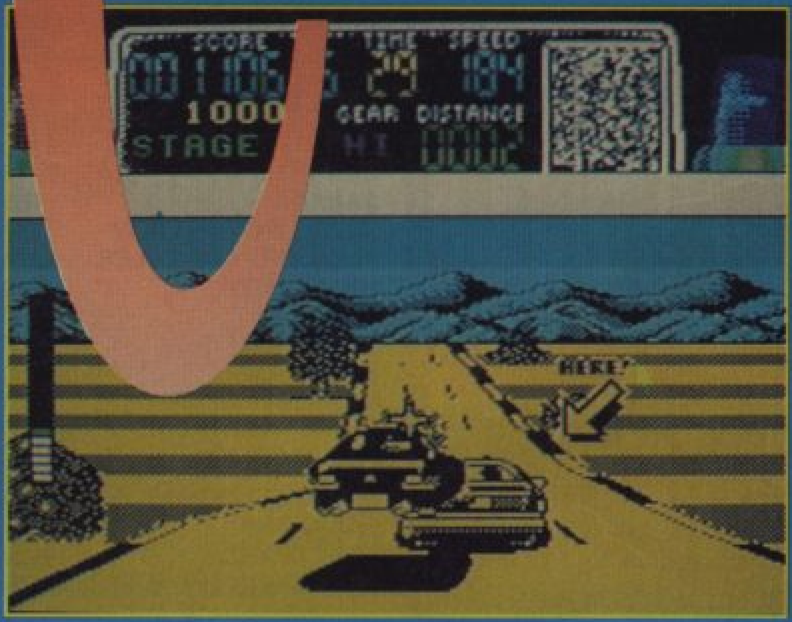


▲ A few more bumps and he's nicked!



BY OCEAN

CHASE HQ



▲ The best ever Spectrum arcade conversion!



The Police radio crackles into life as you speed down the freeway in your black turbo Porsche. "This is Nancy from Police headquarters. Suspected multiple murderer heading west out of the city in a white British sports car. Intercept and arrest." Pausing only to stick a flashing red light on top of the car and switch on the police siren, you stick your foot to the floorboards and belt through heavy traffic to catch the criminal before he escapes...

And so begins Ocean's conversion of the brilliant Taito police chase arcade game, which gives the player the chance to join a side of the Police force which makes Miami Vice look rubbish - Chase HQ.

The specialised skills you need to be a hero in this elite branch of the boys in blue is the ability to zoom through traffic at high speed, track down villains driving very fast cars and smash them off the road before they reach the state line and freedom - if you can't do that, it won't be long before you're slung out of the force.

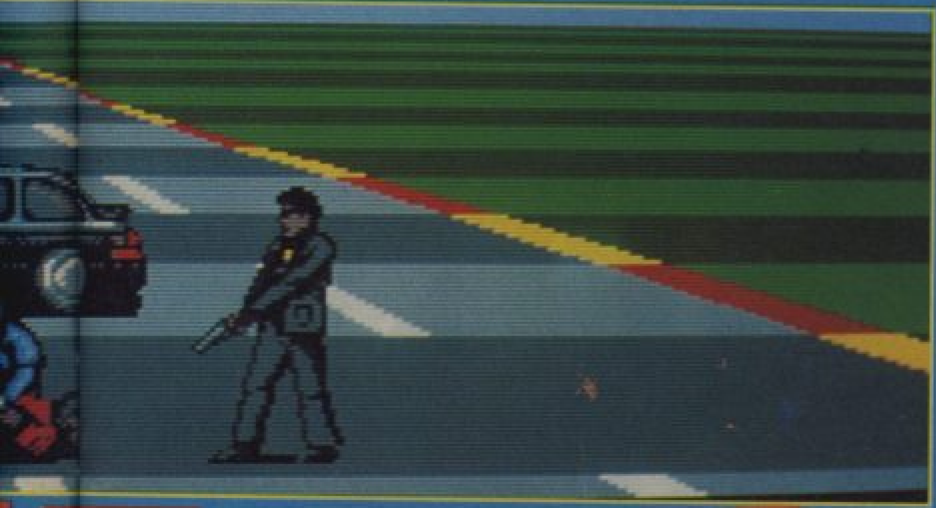
At the start of each level you're given the description of the felon and the car he's driving. After that it's time to leap behind the wheel of your car and weave through the traffic in hot pursuit. The highway twists and turns, and you've got to avoid hitting other cars (which slows you down) if you're going to catch the speeding villain within the time limit. Sometimes there are forks in the road, and an arrow gives you a few seconds' notice as to which is the quickest route - miss the right one and valuable time is lost as you tear down the longer road. It's at times like this when you wonder whether to use one of your three turbos to give you an extra boost of speed, or whether to save them for when you find your quarry...

When the criminal's car is in sight, extra time is added and you've simply got to run it off the road by repeatedly smashing into it. Every time you hit the villain's car, one point is added to the damage meter at the left of the screen. When the meter is full, he slows right down, giving you the chance to pull up alongside and bust him.

After that it's back to headquarters to wait for the next mission - an even tougher villain driving an even faster car!

I love the arcade version of Chase HQ, and am pleased to see that Ocean have transferred the game to the ST, Amiga and Spectrum perfectly.

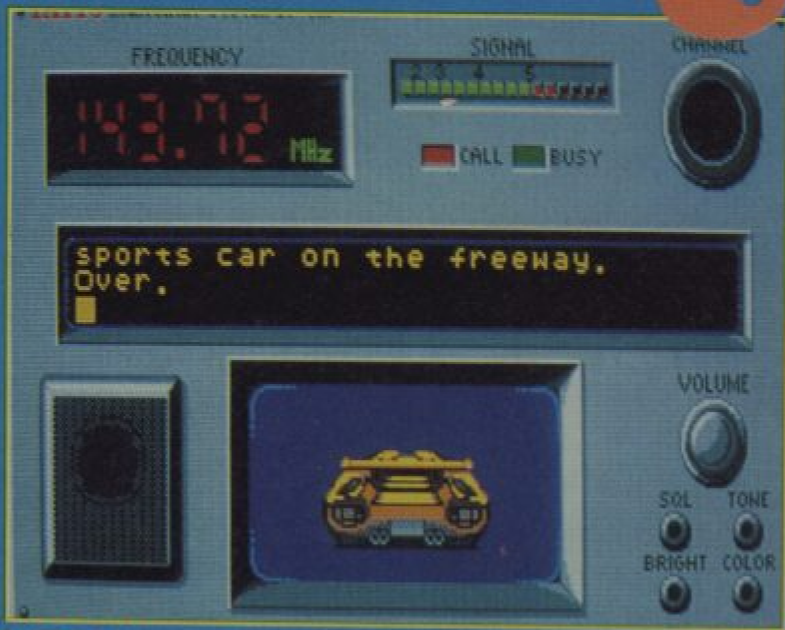
On 16 bit there's plenty of speech, great sound effects and music, and colourful and effective 3D graphics. More importantly, the gameplay is superb; tough enough to keep you glued to your screen as you race after the elusive next car, yet highly addictive as you always seem to get just a little bit further



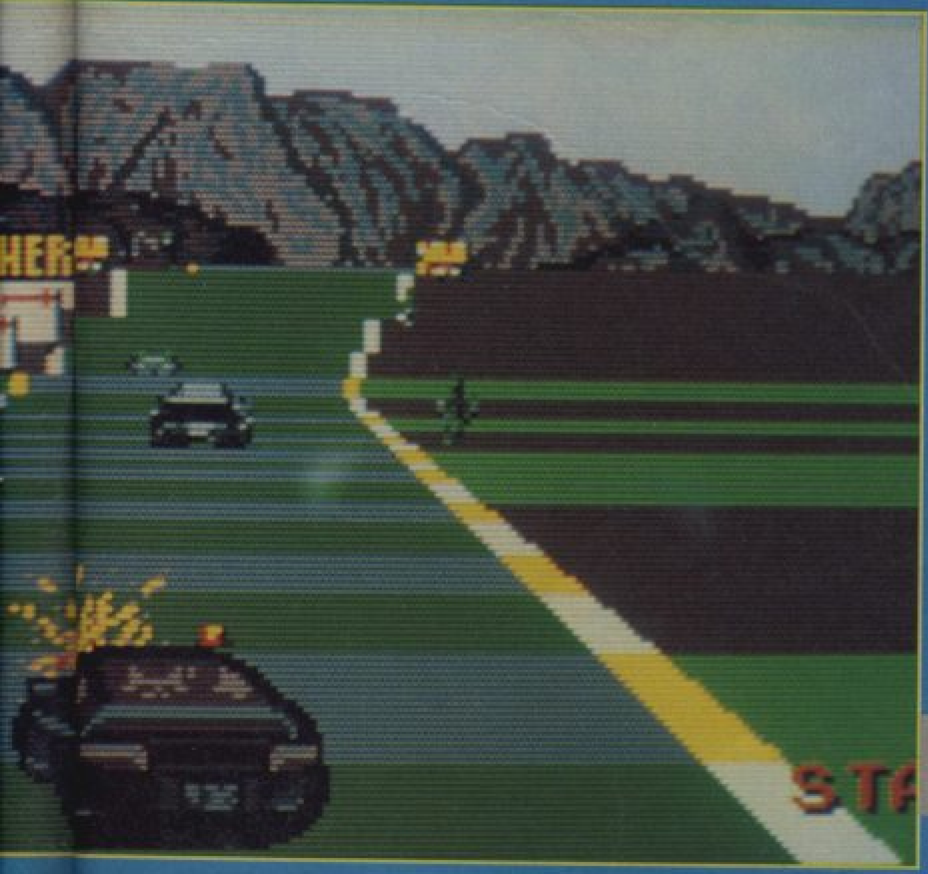


▲ Don't take the wrong road!

E HQ



▲ "This is Nancy at Chase HQ..."



with every go.

The sounds and speech are lost on the Spectrum version, but the graphics, although monochrome, are fast, smooth and very impressive indeed, with great sprites, highly effective 3D and superlative gameplay making this the most astounding Spectrum game for years.

JULIAN RIGNALL

C+VG HIT!

AMIGA £24.99

GRAPHICS	89%
SOUND	94%
VALUE	92%
PLAYABILITY	95%

A stunning conversion of the all-action crashing, smashing, car-trashing police chase game which contains all the thrills and spills of the original machine.

OVERALL 93%

ST £19.99

Looks virtually identical to the Amiga version, contains slightly more speech and is just as playable. If you're a speed freak, don't let this past you.

OVERALL 93%

SPEC £9.99

Simply astonishing. All the features of the arcade game come together in the smoothest, fastest, most exciting Spectrum game seen in years. It gets my vote for Spectrum Conversion of the Year - if you miss it, you should be locked up!!

OVERALL 97%

UPDATE

C64 and Amstrad versions are expected soon - we've seen nothing of them yet, but hopefully they'll be just as good as the other versions.

WHAT'S THE SCORE?

MicroProse's action games feature a depth of realism, excitement and strategy rarely seen before in computer entertainment.

TWO SCORE GOLD PIECES

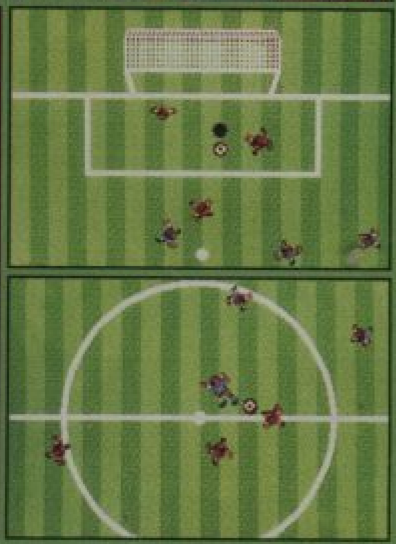
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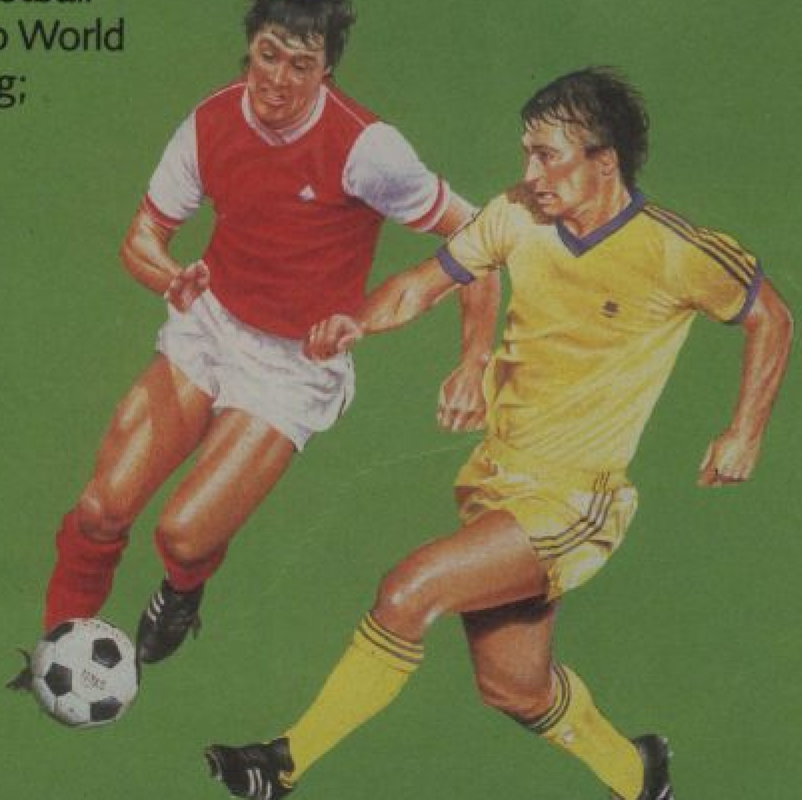






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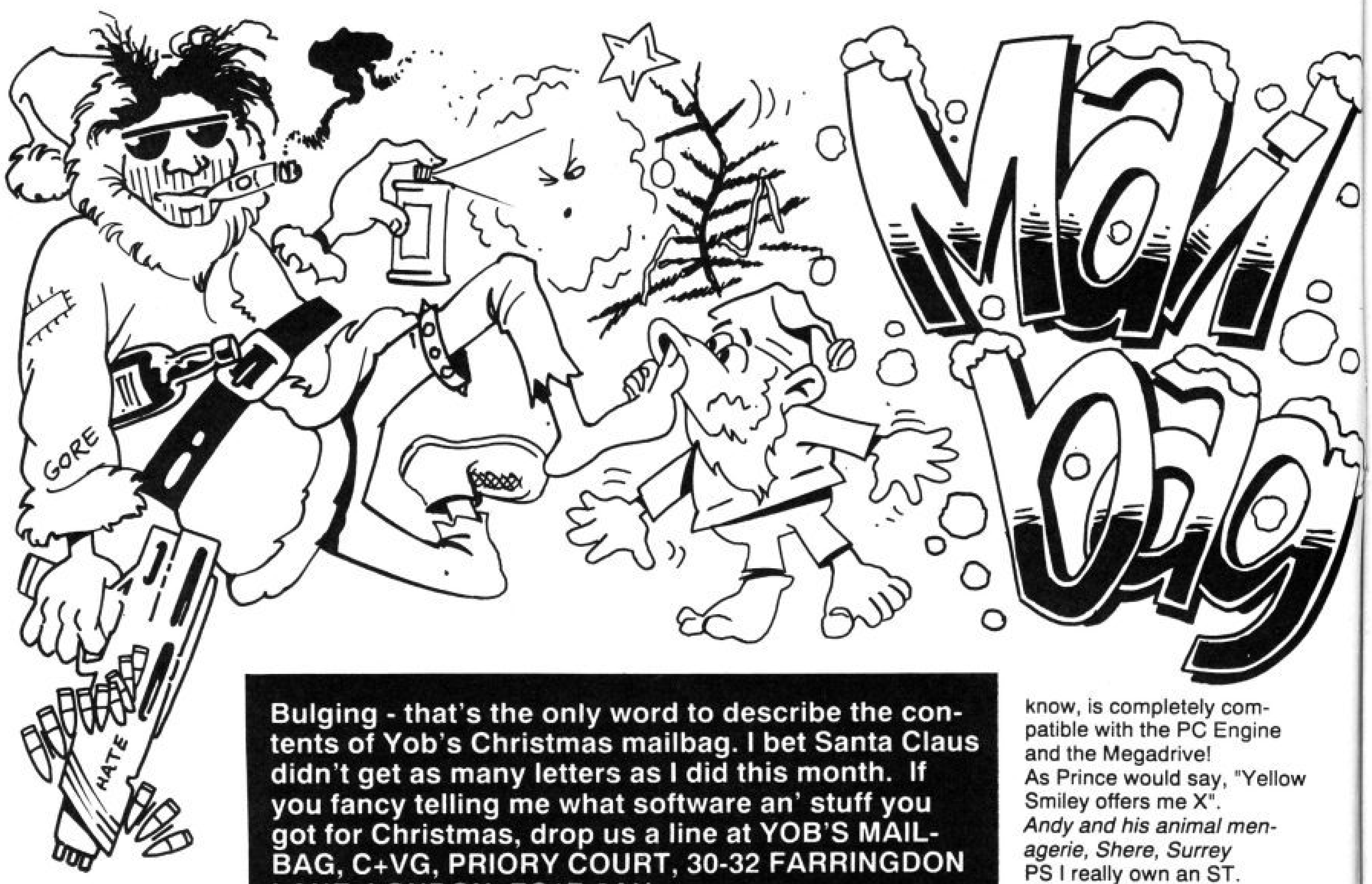
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Bulging - that's the only word to describe the contents of Yob's Christmas mailbag. I bet Santa Claus didn't get as many letters as I did this month. If you fancy telling me what software an' stuff you got for Christmas, drop us a line at YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MR STINGYPANTS

Dear Yob,
I bought a "certain computer magazine", and saw some posters for some software, and said to my dad that they looked like good games. But he said no, because he reckons that you shouldn't buy a game that doesn't show graphics on the posters because the graphics are probably bad. Do you think this is right?
Liam Campling, London E17
YOB: Take no notice of your dad; he probably just said that because he's too much of a skinflint to buy you any games!

KONIX QUANDRY

Dear Yob,
I've been thinking about purchasing a Konix console as its specification looks wonderful, but reading your console mega-book, I am very surprised to hear that at the moment it doesn't have very much software support, so I am in two minds whether or not to buy one. Do you think I should wait a while to see what comes up? Maybe you could make the decision easier for me by giving me some more information on the machine.
Ian Barrett, Wisbech, Cambs
YOB: I wouldn't hold your breath waiting for the Konix console to arrive on the scene. It's been held up (again) and probably won't make an appearance until the Spring at least. What a bummer, eh?

BILLY THE TELLY

Dear Yob,
I am a television and I seem to have been misquoted. The words "Aaaaargh! No! Please don't" seem to have been missed from all Sega adverts and this is getting me down as it was I who quoted the immortal words. Please correct the error.
Your reward on completion of our contract will be a vast temple full of gold and other valuable goodies. Many thanks.
Billy The Farmer, Newcastle-Upon-Tyne
YOB: Blimey! Did you see that? A talking television set! Hang on, if you're a telly why are you called Billy the Farmer? No, no don't tell me...

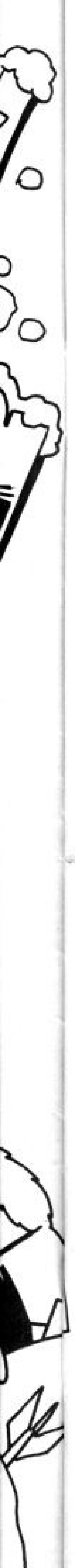
MAD ANDY

Dear Yob,
I am writing this letter to warn your readers about the dangers of computer incompatibility.
When Trudy, my talking donkey, originally suggested that I should buy a ZX81 I jumped at the chance. Its 1K sideways RAM blitter chip originally attracted me, and its MIDI ports allowed me to compose more songs for Kylie, my singing budgie. Imagine my anger when I found that my ST version of "Stock-Aitken-Waterman Quality Music Synthesizer" wouldn't fit in the tape recorder, never mind load!!!
However, the story does have a happy ending: Trudy was butchered (sorry, veggies) and with the profit from her sales to a well-known hamburger chain I was able to buy an Oriç which, as you know, is completely compatible with the PC Engine and the Megadrive!
As Prince would say, "Yellow Smiley offers me X".
Andy and his animal menagerie, Shere, Surrey
PS I really own an ST. Fooled you!
YOB: Erm, is there a doctor in the house?

SEGAS ARE SUPA

Dear Yob,
I am writing to you on my very last sheet of paper in the world, to ask you if there are any Sega magazines which have Sega reviews (apart from your brilliant mag). If so could you please tell me where you get them from.
Richard Warber, Tunbridge Wells, Kent





YOB: Why not try the C&VG Complete Guide To Consoles? It's absolutely full to bursting with reviews of practically all the Sega stuff which you can get your hands on, as well as oodles of hints and tips for the machine. Check out your newsagent - you won't regret it. (Nice plug, Yob - Ed).

HUH?

Dear Yob,
Warning all you computer owners out there! Be on the lookout for a boy named Keir Ballooza, also known as Queer Bazooka Billy. He lives on the White City Estate. If he is let near your computers he will either disintegrate them with his bad breath or if that doesn't do it his socks will.
Anon, Anon's House
PS I could not write who this is from because if he knew who did it he would cut off my mother's eyelids.
YOB: Yes, well, moving swiftly on...

GETTING RESULTS

Dear Yob,
Please please please could you publish some compo results. It's ages since you did! It would be good for everyone who entered the drawing comps (like the Blasteroids one) to see the winning entry.
Peter Young, Delph, Saddleworth
YOB: I suppose it would put an end to the endless phone calls from would-be compo winners.

CONFUSED OF SE22 WRITES...

Dear Yob,
In December's Mailbag you had a letter from Marco Van Steen saying he had just finished writing a computer game on the C64. I would like to know what you mean by "writing a computer game on the C64"! Can you make your own games on computers? If so, which computers, and how do you do it? If not, then what does he mean, as I have some brilliant ideas! (for games I mean).
By the way, C&VG is great - keep up the good work!
George Furnish, London SE22
YOB: May I suggest that you throw your computer in the bin, bang your head seventeen times against a brick wall and become a plumber.

SECRET COMPOS

Yo Yob,
I'm a proud owner of a C64, I'm a great shoot 'em up fan and I reckon C&VG is so good it couldn't be better. Well, I'll get straight to the point. Are there going to be any shoot 'em ups released at Christmas - if so, what are they? Also, is there going to be an 8 bit Xenon II in the near future? Last but not least, I'm a great Ghosts And Goblins fan and, as far as I'm concerned, it's still going strong. Whilst looking at Ghouls And Ghosts in your mega mag I noticed that on the top-left hand corner poor Arthur was printed upside down... was this a hush-hush compo or what?
Paul Cooper, Beechwood, Runcorn
YOB: Blame that Walker woman for the cock-ups on the Ghouls And Ghosts spread. I don't know whether it was her fault or not, but blame her anyway.

DYSLEXICS OF THE WORLD UNTIE

Dear Yob,
Please could you send me some information on reviewing? I am in desparation in the highest grade. I will pay any price I can afford. I don't want to be a reviewer because of the fame, it's because I now it's the kind of job I would be good at.
I am in the fourth year at secondry school and I plan to do two years at collage (? - YOB). Hear is a list of subjects I am doing for GCSE's:
Information Technolgy
Modular Science
Religion
Maths
English Literature
English Languge
History
Geography
Could you tell me what are the more important for high grades are.
Daniel Curley
PS I sent a letter like this to Mr Rignall but he ignored it.
YOB: For a start, I think a course in spelling and basic grammar techniques would come in handy. And what's the point of spending two years sticking bits of coloured toilet paper to a piece of cardboard? I can assure you that Jaz didn't ignore your previous letter - he had it framed and reads it whenever he's feeling depressed.

HOW DID YOU SCORE?

20pts and less: A completely and utterly hopeless loser with no brains at all. Go away and become a train spotter.
21-50: Just utterly hopeless. Read C+VG and find out more about computer games or be a thick twit for the rest of your life.
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351-399: An utterly brilliant computer games genius with a brain the size of a planet, although some would call you a smart-ass know-all. Still, apply for a job at C+VG now!
400: Congratulations - you're the biggest ruddy cheat in the Universe.

ANSWERS TO THE C+VG MEGAQUIZ

1. White, 2. Three, 3. US Gold, 4. Robocop, 5. Monopoly, Scrabble, Trivial Pursuit, Pictionary, Cluedo, 6. Operation Thunderbolt, 7. Rainbow Warrior, 8. Nintendo, 9. The Last Ninja, 10. Action Game, Adventure Game, 11. Sega Master System, 12. Sega Megadrive, in America it's called the Genesis, 13. NEC, 14. Mario Bros, Super Mario Bros, Super Mario Bros II, Donkey Kong, Donkey Kong III, Mario was the bad guy in Donkey Kong Jnr, 15. TurboGrafx, 16. Space Harrier, Fantasy Zone, 17. Lynx, 18. Game Boy, 19. The Lynx has a colour screen, the Game Boy is black and white, 20. Three, 21. Monty, 22. New Zealand Story, 23. PacMan, Ms PacMan, PacMan Jnr, 24. Luigi, 25. Dynamite Dux, 26. Miner Willy, his housekeeper is called Maria, 27. Sabre Man, 28. Drax, 29. Bydo, 30. Ghosts 'n' Goblins, Ghouls 'n' Ghosts, 31. Eight (or nine if you're a Sega owner), 32. Four, 33. Eight, 34. Three, 35. Two, Stunt and Speed tracks, 36. Ferrari Testarossa, 37. Ferrari F40, 38. Porsche, 39. A disk drive, 40. A disk, 41. True - the first games released on the C64 were cartridge games, 42. Amstrad, 43. SID, 44. In an Amiga, 45. It didn't fit properly causing it to wobble about and the machine often crashed because of it. Fix it by sticking some blue tack on the bottom to stop it moving about, 46. Star Wars, Empire Strikes Back, Return of the Jedi, the VCS game was Jedi Arena and it was crap, 47. View to a Kill, Living Daylights, Live and Let Die, Licence to Kill, 48. Predator, Red Heat, Running Man, 49. Rambo, Rambo III, Rocky (on the Sega), 50. Untouchables, Highlander, Indiana Jones and the Last Crusade, 51. Indiana Jones and the Last Crusade (Action/Adventure), Indiana Jones and the Temple of Doom, Indiana Jones and the Lost Kingdom, 52. Alien, Aliens, Ghostbusters, Ghostbusters II, 53. Daley Thompson's Decathlon, Daley Thompson's Super Test, Daley Thompson's Olympic Challenge, 54. Laser disk, 55. Sega, 56. Atari, 57. Polygoniser, 58. Arkanoid, 59. Nemesis, 60. Green Beret, 61 Continental Circuits - a typing error resulted in the English language machines being made with the wrong name on them!, 62. Automatic gear change, 63. Rainbow Islands.


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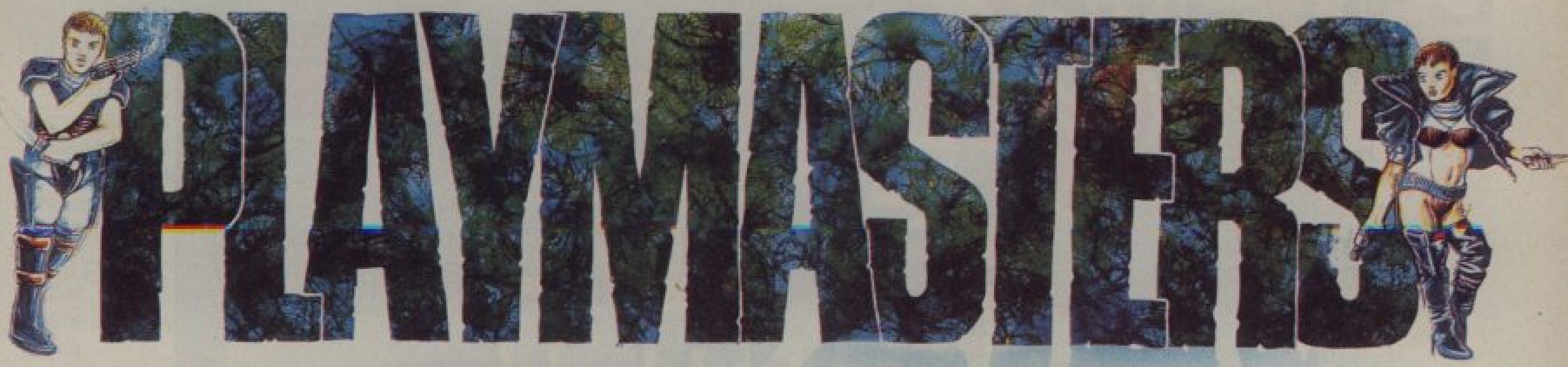
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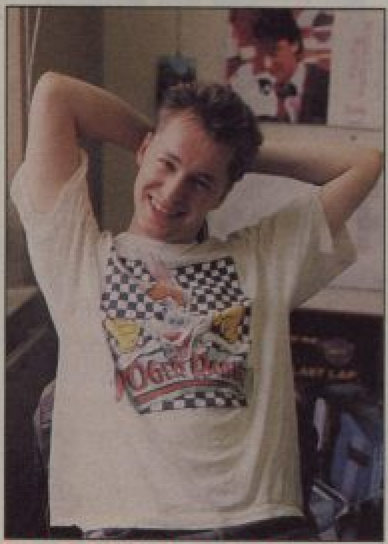
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PLAYMASTERS



Happy Christmas!! With the Yuletide hols looming large on the horizon, I thought I'd try and get together as many tips as possible on new and old games, so you can get out the games you've bought during the year (and maybe even last year) that you might not have played all the way through to the end, and give them another crack. So it's pages and pages of POKEs and mini tips all the way! If you've got some tips (I'm sure you will, with plenty of time to play all those new games you'll get for Christmas), send them in to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON,



EC1R 3AU. If you're tips are the best of the month, you'll win 100 quid's worth of software for your computer. See you! And have a happy New Year!

SEGA

ACTION FIGHTER

On the title screen, enter your name as SPECIAL and you'll start the game with A, B, C and D and will be invincible to enemy shots. You can still crash, though, so take care when you drive along the ground.

NINTENDO

LEGEND OF ZELDA

Danny Stevens of Stratford, London has a neat tip. Just enter your name as ZELDA and you begin the game on the second quest.

KUNG-FU

Another Danny Stevens tip, this time to help you boost that highscore. If you high kick every twelfth gripper you get a 5000 point bonus. If you shake a gripper off he doesn't count as one - so make sure you hit or kick eleven men before you high kick.

AMIGA

BATMAN THE MOVIE

Grant Maclean from Glasgow has an interesting tip. I don't know whether it works 'cos some smelly git has walked off with the office copy of the game - but I'm sure there's no harm trying. When the screen with both the Batman and the Joker appears, type in JAM, keeping each key depressed for a couple of seconds before going onto the next one, and then keep pressing the M key until the screen turns upside down. When you start the game press F10 and you automatically advance a level.

C64

BATMAN THE MOVIE

When you clear the first level, reset the computer and load up the second level. Get killed, rewind to the start of the second level and press play. The second level loads again, but you have unlimited lives for the rest of the game. Good one that - thanks to Gerrard Morris of Belfast for that.

POWER DRIFT

When you're going over a hill, stick to the middle of the road and you won't get hit by other cars as they always stick to the left or right hand side of the road.

GHOSTS 'N' GOBLINS

Now that this great conversion has been re-released on budget, I thought it was high time I doled out these old POKEs from my collection - they're great fun. First of all load the game, then reset the computer (either a reset switch, or a cartridge with a reset should do the trick) and type in one of the following POKEs. Don't try too many at once or the game will crash...

POKE 2240,0 to raise the time limit to nine minutes

POKE 3901,0 for infinite time

POKE 7086,0 to disable zombie collision detection

POKE 7086,1 to turn zombies into spitting plants

POKE 7086,11 to make zombies disappear as soon as they appear

POKE 7086,16 to make zombies into giants

POKE 7086,28 to make zombies carry you about (hilarious)

POKE 2275,252 to make the game really fast (even more hilarious)

When you've entered your POKE, type SYS 2128 to restart the game.

SPECTRUM

VIGILANTE

Here's a useful tip from Marcus Tomlow of Hodge Hill, Birmingham. Start the game in yukky colour mode and commence playing. Then press as many keys as you can at once. This takes you to the highscore table. Wait for the menu to appear, then press 1 to restart the game with infinite lives for all five levels.

ST

SNOOPY

Having trouble getting hold of that elusive blanket. Well, read the following complete solution from David Beer who lives in the lovely town of Newquay (great arcades there) in Cornwall, and things should become much easier.

Pick up the food bowl and go right. Give the bowl to Charlie Brown, wait and eat the food. Go to the hut, pick up the typewriter, use and give letter to Charlie Brown. Eat cookies and use the cookie jar to catch the frog. Get umbrella, and use it to walk under the rain cloud and get the ball. Kick the ball onto


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the river, pick up the coin and jump over barrels and ball. Toss the coin into the well.

Jump back across and get catapult. Jump back and burst the balloons. Get the pump. Pump up Lucy's paddling pool. Fill pool with hose water. Get frog in jar and scare Lucy by letting the frog loose.

Pick up horse and take it to the tree with the kite. Get pump and pump up the horse. Jump on horse to get the kite. Go to the rain cloud with the kite, and give the kite to Charlie Brown. Follow him, pick up the key, use key in school lockers. Get blanket and give it to Linus. You've completed the game, hurrah.

STRIDER

Pause the game with the F9 key, then hold down the HELP key, left SHIFT and 1 key together. Unpause the game and press 1, 2, 3, 4 or 5 to start on any of those levels.

ALL FORMATS

ROBOCOP

If you're having trouble with Ocean's biggest-selling game of the year, take heed of James Geehan from Asworth in Nottinghamshire - he's got some advice that I'd buy for a dollar.

LEVEL ONE: THE STREET

The most important thing to remember is not to rush through the levels - you only get into all sorts of trouble. Always crouch down when criminals run towards you, then hit them.

If there are gunmen on the pavement, simply crouch down again and fire and they'll be unable to get you. The men dressed in blue are a real pain, so when they jump towards you, kill them when they're within punching distance just before they land. And don't give them a chance to fire at you.

At the end of the level is ED-209 - he approaches when the last man is killed. Fire as he comes towards you, then jump when he fires downwards at you, and open fire as he retreats. Keep doing this manoeuvre until the machine is destroyed.

LEVEL TWO: THE HIDEOUT

The criminals fire from high platforms, so try and knock them out fast. Watch out for the chainsaw men, as they try and jump on you, and be careful of the door which slams down.

If you're having trouble with the criminals who fire out of windows, jump up onto crates to avoid their fire, then quickly leap off and fire back.

The van is the final obstacle on this level - try and approach it with at least some three-way fire bullets. It only takes a couple of shots to get rid of the men riding on top, and once they're eliminated, shooting the van enough times to blow it up is easy.

PHOTOFIT

This section can get very confusing. The best tactic is to concentrate on one side of the face - for example, if you're matching the ears, just try and match the right ear, rather than looking at the face as a whole.

LEVEL THREE: THE JUNK YARD

The main problem here are the giant magnets and the car crushers. To get past them easily, just position Robocop so his gun just touches the obstacle, and when it rises to just above head height, rush under it.

To stand a chance of beating the giant crane you need the manta gun, so when you get it be careful not to waste it all on standard villains - punch them to save bullets. Stand on the left of the screen, and let rip when the crane approaches.

HOSTAGE SECTION

The way to succeed here is to aim just to the right of the villain at about chest height and keep firing. He eventually walks into the firing line and drops dead.

LEVEL FOUR: NARCOTICS FACTORY

Keep an eye out for falling beams, and stay alert since the criminals attack from all angles in big groups - be especially careful they don't come out of the doors in front of you.

The end of level guardian is another crane. It's useful if you can save some manta shots like on the previous level. If you have run out, just go to the extreme left of the screen and keep jumping and firing.

LEVEL FIVE: OCP

As well as criminals, you also have gun turrets firing at you, which should be taken out as quickly as possible.

The guardian is a green ED-209 - he's tough and you need to fire and dodge quickly to survive. Just jump when he shoots and fire back whenever there's an opportunity to do so.

THERMOGRAPH PHOTOFIT

Like the other photofit, concentrate on one half of the face.

LEVEL SIX: OCP

The gun turrets shoot at you from higher levels, but they're a lot easier to take out.

Look at the forcefields before you attempt to cross them, they come on in predictable patterns, a it's easy to suss out when it's safe to cross.

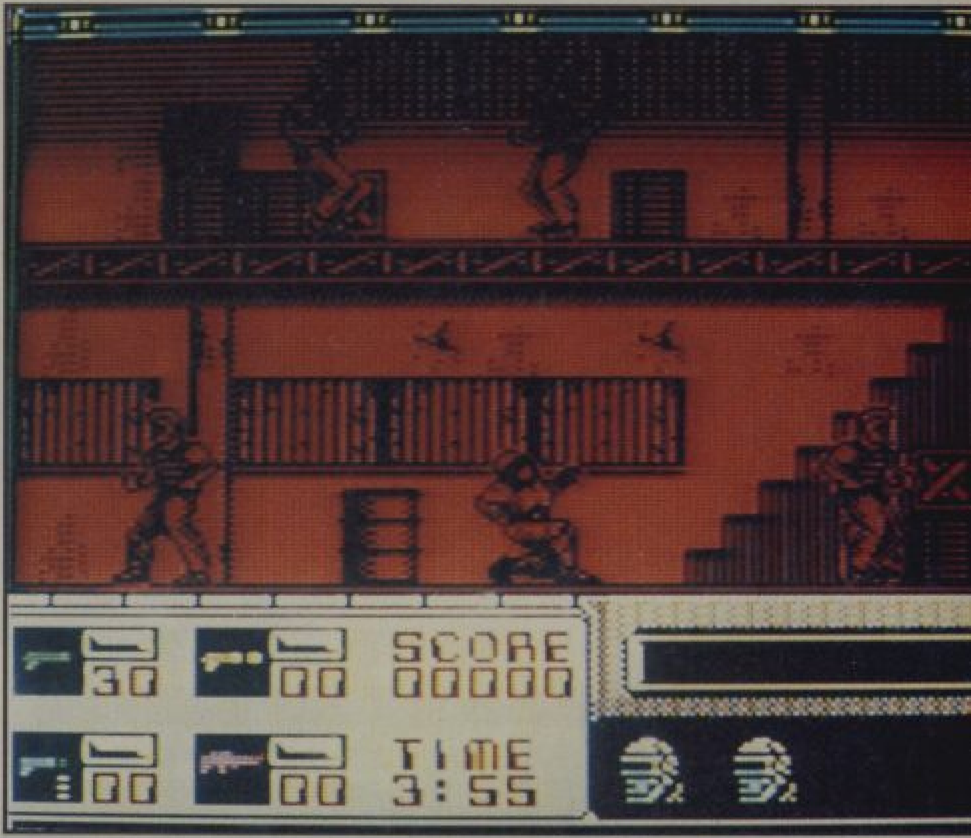
The best way to deal with the robot bombers is to kneel and fire before they start chucking explosives around. Watch out for criminals and gun turrets when you're travelling up in lifts - they tend to fire at you. Don't be afraid to whizz back down again if things are hot.

Another ED-209 lies in wait at the end of the level. This one only needs a few accurate hits before it explodes.

FINAL STAGE: PRESIDENT HELD HOSTAGE

As with the other hostage stage, stay just to the right of Dick Jones and he should walk into your line of fire - although take a little more care here as he moves left and right faster than the previous villain. Just remember to keep following him with your gun sight and you should be able to hit him.

Good luck - and stay out of trouble.



C64 POKES BO

Here's the biggest list of C64 POKEs ever, kindly sent in by Colin Taylor of Anfield, Liverpool. If you've got a C128, all you have to do is load the game, then reset the machine keeping your finger on the Commodore key on the bottom left of the keyboard. If you've got a C64 you'll have to get hold of a reset switch or a cartridge with a reset switch to get the POKEs to work. Again, load the game, and then just press the reset switch, enter the POKEs, pressing return after each one, and then type in the SYS number and press return again to restart the game with your selected changes.

1985 *UNLIMITED LIVES POKE 24036,0 SYS 20000*
720 DEGREES *UNLIMITED LIVES POKE 2398,173 SYS 2128*
720 DEGREES *UNLIMITED MONEY POKE 11793,96 SYS 2128*

ACTION BIKER *UNLIMITED LIVES POKE 19287,47 SYS 13312*
ANCIPITAL *UNLIMITED LIVES POKE 18679,173 SYS 16384*
ATTACK OF THE MUTANT CAMELS *255 LIVES POKE 11639,255 SYS 4096*

BACK TO REALITY *UNLIMITED LIVES POKE 20109,173 SYS 16384*
BACK TO REALITY *STOPS SPRITE COLLISION POKE 27337,96 SYS 16384*
BALL BLASTA *UNLIMITED BATS POKE 6108,173 SYS 2560*
BIG MAC *UNLIMITED LIVES POKE 4170,250 SYS 19072*
BLACK HAWK *255 LIVES POKE 8290,255 SYS 8192*
BMX SIM *UNLIMITED LIVES POKE 13937,0 SYS 4096*
BMX SIM *SPECIAL POKE 53277,255 SYS 4096*
BMX SIM *SPECIAL POKE 53271,255 SYS 4096*
BOMB JACK *UNLIMITED LIVES POKE 5112,0 SYS 3101*
BOMB JACK II *UNLIMITED LIVES POKE 7053,200 SYS 39712*
BRAIN STORM *FREEZES SCORE POKE 14500,173 SYS 16384*
BRAVESTARR *UNLIMITED TIME POKE 14500,173 SYS 7236*
BREAKTHRU *UNLIMITED LIVES POKE 5647,3 SYS 2560*
BUCK ROGERS *UNLIMITED LIVES POKE 33182,250 SYS 32782*
BUG BLASTER *UNLIMITED LIVES POKE 18760,234 SYS 18360*

CATABALL *UNLIMITED TIME POKE 25132,96 SYS 4096*
CAULDRON II *255 PUMPKINS POKE 36152,255 SYS 32777*
CAVELON *UNLIMITED LIVES POKE 25728,96 SYS 11480*
CHALLENGE OF THE GOBOTS *UNLIMITED LIVES POKE 28798,80 SYS 16384*
CHILLER *UNLIMITED LIVES POKE 22957,173 SYS 50758*
CHINA MINER *UNLIMITED LIVES POKE 32776,0 SYS 33127*
CHUBBY GRISTLE *UNLIMITED MEN POKE 3613,73 SYS 2994*
CHUCKIE EGG *255 LIVES POKE 16851,255 SYS 14848*
CHUCKIE EGG 2 *UNLIMITED LIVES POKE 24577,1 SYS 18698*
CODE HUNTER *UNLIMITED LIVES POKE 8759,173 SYS 4700*
COMIC BAKERY *UNLIMITED LIVES POKE 59582,127 SYS 2304*
COMMANDO *FASTER GAME POKE 16432,96 SYS 2128*
COMMANDO *UNLIMITED LIVES POKE 14631,0 SYS 2128*
CURSE OF SHERWOOD *UNLIMITED LIVES POKE 6404,0 SYS 17423*
CYLU *UNLIMITED LIVES POKE 39409,173 SYS 49152*

DRACONUS *UNLIMITED FIRE POKE 5426,173 SYS 2058*
DROPZONE *255 BOMBS POKE 2316,255 SYS 1006*
DRUID *255 LIVES POKE 39271,255 SYS 5120*

ELIDON *UNLIMITED LIVES POKE 2811,173 SYS 2304*
EXOLON *UNLIMITED LIVES POKE 7427,173 SYS 2061*
EXOLON *UNLIMITED GRENADES POKE 5650,173 SYS 2061*
EXOLON *UNLIMITED AMMO POKE 7651,173 SYS 2061*

FALCON *PATROL UNLIMITED LIVES POKE 16705,250 SYS 16640*
FEUD *ALL INGREDIENTS POKE 16404,15 SYS 16384*
FIGHTING WARRIOR *UNLIMITED LIVES POKE 57687,165 SYS 49278*
FLYING SHARK *UNLIMITED LIVES POKE 7929,173 SYS 2061*
FORCE ONE *255 LIVES POKE 2203,255 SYS 2063*
FROST BYTE *UNLIMITED LIVES POKE 4388,165 SYS 2825*
FRUITY *LISTEN TO MUSIC POKE 54296,15 SYS 49152*

GHOSTBUSTERS *UNLIMITED LIVES POKE 38454,96 SYS 24576*
GILLIGAN'S GOLD *UNLIMITED LIVES POKE 17993,0 SYS 25532*
GREAT GIANA SISTERS *UNLIMITED LIVES POKE 8257,173 SYS 2098*

HAUNTED HOUSE *UNLIMITED LIVES POKE 7609,234 SYS 9500*
HAWKEYE *UNLIMITED LIVES POKE 7468,173 SYS 23558*
HAWKEYE *UNLIMITED WEAPONS POKE 6105,189 SYS 23558*

ONANZA

HE-MAN (US GOLD) *UNLIMITED LIVES POKE 6513,173 SYS 18550*
HENRY'S HOUSE *UNLIMITED LIVES POKE 4063,173 SYS 2560*
HIGH NOON *255 LIVES POKE 18033,255 SYS 16384*
HOVER BOVVER *UNLIMITED LIVES POKE 32133,65 SYS 32768*
HYEPRBOWL *LISTEN TO MUSIC NO POKE SYS 16427*
HYPERCIRCUIT *UNLIMITED LIVES 31352,250 SYS 26624*

IMHOTEP *UNLIMITED LIVES POKE 38054,201 SYS 36443*
IRIDIS ALPHA *128 LIVES POKE 16411,128 SYS 26624*

JEEP COMMAND *UNLIMITED LIVES POKE 32627,241 SYS 16384*

KARNOV *UNLIMITED LIVES POKE 32991,165 SYS 32768*
KARNOV *UNLIMITED TIME POKE 35884,165 SYS 32768*
KENTILLA *LISTEN TO MUSIC NO POKE SYS 55236*
KILLER WATT *UNLIMITED LIVES POKE 40305,234 SYS 33792*
KONG *255 LIVES POKE 12176,255 SYS 12128*
KUNG-FU MASTER *UNLIMITED LIVES POKE 34142,128 SYS 32768*

LAZY JONES *UNLIMITED LIVES POKE 4063,173 SYS 2061*
LIGHT FORCE *UNLIMITED LIVES POKE 11547,5 SYS 6713*
LIVING DAYLIGHTS *UNLIMITED LIVES POKE 4390,238 SYS 4352*
MEGA APOCALYPSE *INDESTRUCTIBLE PL 1 POKE 32417,173 SYS 22562*
MEGA APOCALYPSE *INDESTRUCTABLE PL 2 POKE 32509,173 SYS 22562*
MOTOR MANIA *255 LIVES POKE 8646,255 SYS 8000*
MUTANT MONTY *UNLIMITED LIVES POKE 21647,173 SYS 22039*
MUTANTS *UNLIMITED LIVES POKE 9273,230 SYS 4096*

NEMESIS *255 LIVES POKE 5868,255 SYS 5768*
NINJA HAMSTER *UNLIMITED ENERGY POKE 18480,173 SYS 16435*
NINJA SCOOTER *SIMULATOR STOPS CLOCK POKE 31250,173 SYS 29696*

OINK *MORE RUBBISHMEN POKE 39922,165 SYS 16384*
OLLI AND LISA *UNLIMITED POWER POKE 8844,165 SYS 7427*

PAC MAN *UNLIMITED LIVES POKE 5737,254 SYS 2064*
PANDORA *STOP TIMER POKE 7185,0 SYS 3887*
PANDORA *FASTER "ANNIE" POKE 7701,0 SYS 3887*
PANTHER *UNLIMITED LIVES POKE 14127,169 SYS 4096*
PARALLAX *UNLIMITED LIVES POKE 5796,96 SYS 319*
PARK PATROL *UNLIMITED LIVES POKE 26700,191 SYS 2076*
P.O.D. *UNLIMITED LIVES POKE 26364,173 SYS 26112*

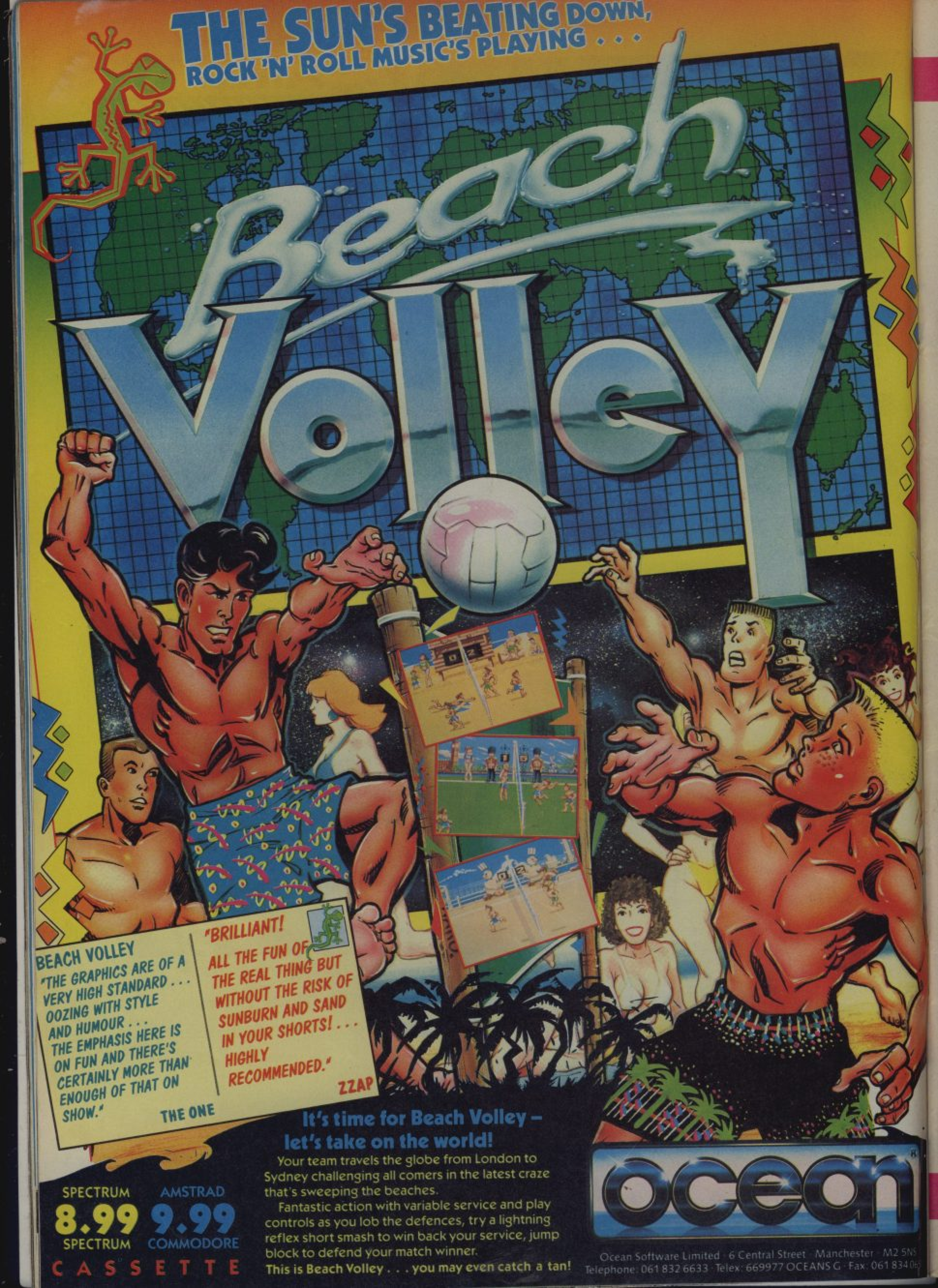
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RED MAX *UNLIMITED LIVES POKE 8547,173 SYS 2064*
ROBIN OF THE WOOD *255 LIVES POKE 36391,255 SYS 16384*
ROLLAROUND *UNLIMITED LIVES POKE 43523,44 SYS 19000*
RYGAR *UNLIMITED LIVES POKE 9551,165 SYS 2325*

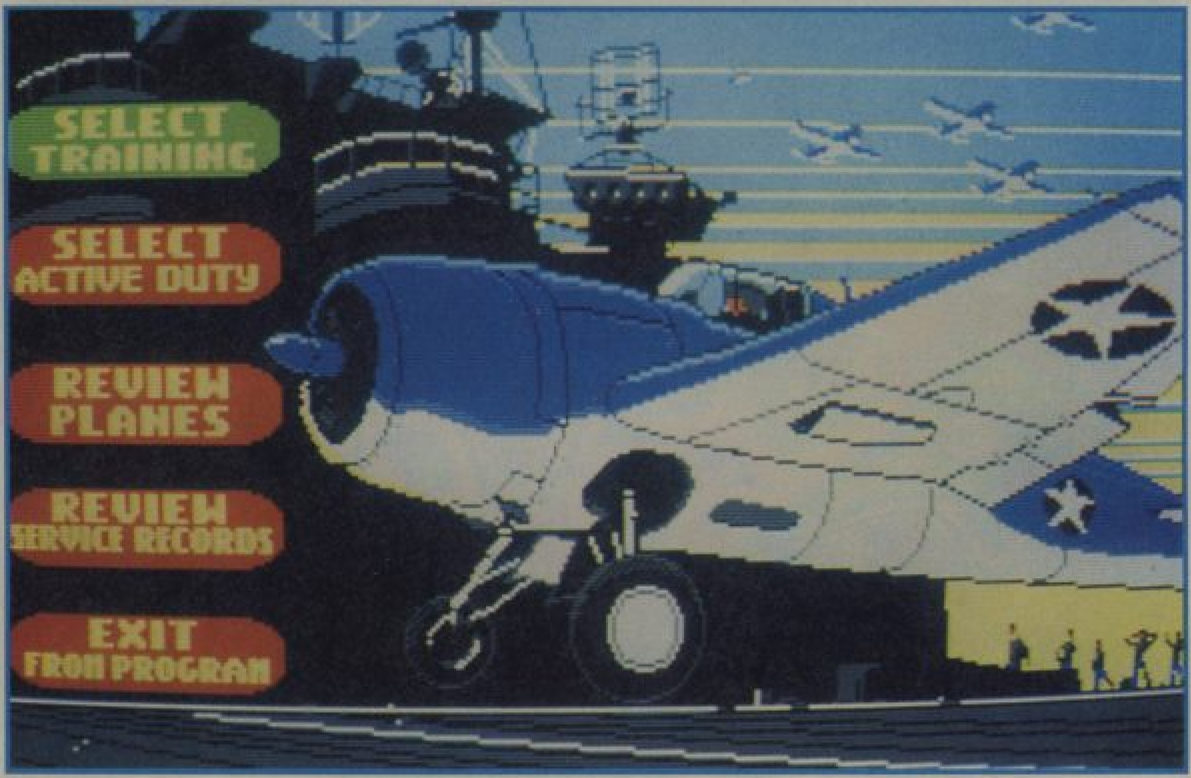
SABOTEUR *255 LIVES POKE 56325,255 SYS 30735*
SABRE WULF *UNLIMITED LIVES POKE 45219,173 SYS 2061*
SCOOBY DOO *UNLIMITED LIVES POKE 7450,96 SYS 2560*
SENTINEL *NO ENERGY DRAIN POKE 6664,96 SYS 16128*
SHADOW SKIMMER *UNLIMITED LIVES POKE 25761,234 SYS 31232*
SHADOWFIRE *STOPS TIMER POKE 25188,173 SYS 16384*
SKYJET *UNLIMITED LIVES POKE 27792,250 SYS 29350*
SLAMBALL *UNLIMITED LIVES POKE 3245,250 SYS 2066*
SORCERY *MORE TIME POKE 56325,255 SYS 31744*
SPACE HARRIER *UNLIMITED LIVES POKE 6010,173 SYS 2128*
SPOOKS *UNLIMITED LIVES POKE 14919,32 SYS 5616*
SPORE *UNLIMITED ENERGY POKE 6313,96 SYS 4096*
SPY HUNTER *255 LIVES POKE 35914,255 SYS 32782*
STAFF OF KARNATH *UNLIMITED LIVES POKE 5634,45 SYS 2560*
STARQUAKE *UNLIMITED LIVES POKE 3661,169 SYS 3075*
STARQUAKE *UNLIMITED CLOUDS POKE 19161,169 SYS 3075*
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STARQUAKE *REMOVES ENEMIES POKE 4614,96 SYS 3075*
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TERMINATOR *UNLIMITED LIVES POKE 8323,255 SYS 6704*
TERRA COGNITA *UNLIMITED LIVES POKE 26703,255 SYS 24576*
TRAIN ROBBERS *HORSE POWER POKE 15758,173 SYS 6871*
TRAP DOOR *UNLIMITED LIVES POKE 14914,96 SYS 14336*

UNDERWURLDE *UNLIMITED LIVES POKE 34404,45 SYS 36209*
UP 'N' DOWN *UNLIMITED LIVES POKE 36103,173 SYS 32768*

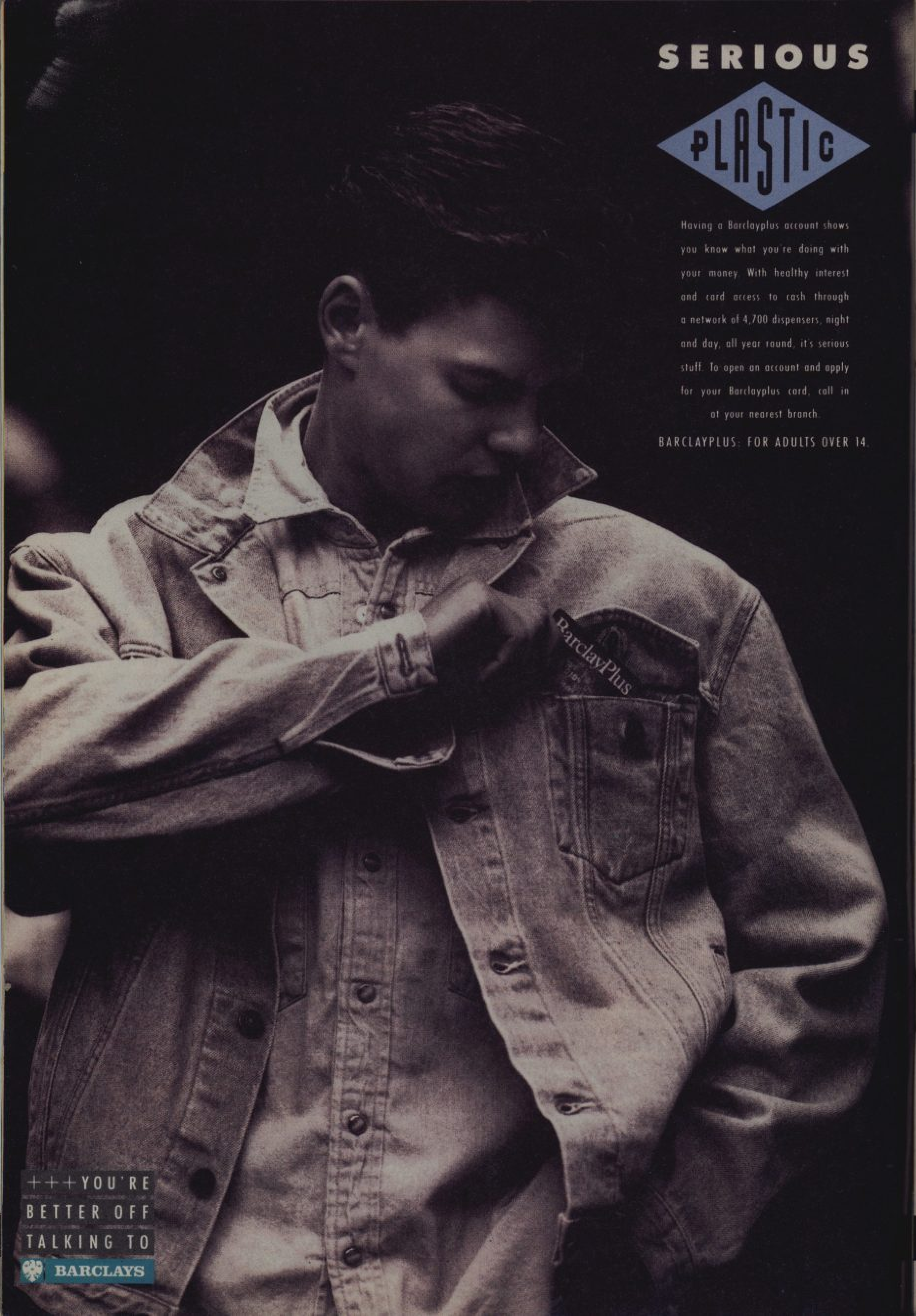

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BATTLE-HAWKS 1942





- Promotions on offer for successful missions are CADET (America only), ENSIGN LIEUTENANT JUNIOR (Japan only), LIEUTENANT, LIEUTENANT COMMANDER and COMMANDER. Japanese pilots are more likely to be promoted in rank than their American foe because they receive Campaign Medals only.
- Learn to fly the planes of each side efficiently before embarking on combat missions. While the Japanese planes are more maneuverable than their USA equivalents and armed with the deadly 20mm cannon, they lack decent armour and the Kato torpedo-bomber has no forward-firing guns.
- Bombers are difficult to destroy as they fly in tight formation and concentrate combined firepower upon selected targets. Armed with both front and rear-facing guns (usually!) they are vulnerable to attack from the side when possible. One very effective way of dealing with them is to fly behind and slightly below the bombers - if correctly positioned their rear guns will not be able to revolve low enough to return fire and you can shoot them down at you leisure. However, this tactic is not recommended against torpedo-bombers as they fly very close to the water.
- Torpedo attacks generally do much more damage than dive-bombing because the warheads cripple vessels in the vital spot below the water-line. Japanese torpedoes are of a superior quality to the American ones - a carrier normally sinks after suffering three direct hits (one actually managed to sink an enemy destroyer with a single warhead!). Extensive damage is inflicted if the torpedo is released at the last possible moment, when your plane is very close to the target vessel.
- It is sometimes worthwhile to destroy the enemy Combat Air Patrol (CAP) before beginning a bombing run. During this time, your fellow pilots will attack the enemy ships and may be successful in eliminating some of the opposition. If they score hits all the better, as they will boost your chances of promotion and may even complete the mission for you! Another advantage is that burning vessels fire less or no flak, resulting in an easier bombing run with less risk of being hit. There will obviously be more anti-aircraft fire the nearer you get to the ships, and it is here that you must be especially careful.
- Japanese pilots occasionally try kamikaze attacks against American ships. These strikes occur if (a) the Japanese are suffering heavy losses or (b) if their warheads have missed the
- Japanese pilots occasionally try kamikaze attacks against American ships. These strikes occur if (a) the Japanese are suffering heavy losses or (b) if their warheads have missed the desired targets. Sometimes, a Japanese pilot, before bailing out, will aim his plane at a vessel if badly damaged.
- Some pilots my differ from their classes as shown at the ready room. For example, a squadron of veterans may contain a couple of pilots who are of ace quality.
- If a mission is going badly, dive toward the ocean and fly around the ships, even if they are enemy. They will fire every available gun at you and, although you will have to run the gauntlet of flak, so will any enemy planes which choose to follow you. As the flak guns are very inaccurate, they have a greater possibility of hitting their own aircraft.
- A good diving technique is to begin the dive as normal but turn to the rear gunner screen. The altimeter will spin around like crazy, much faster than usual (so long as you remain on this screen) but remember to pull out of the dive before you hit the ocean. This is an excellent tactic to employ when avoiding pursuers or if you want to end your dive-bombing run. Unfortunately, trying this technique when climbing simply results in a stall. However, if you fly level and switch to the rear gunner screen, any distant objects which you are heading for will be much closer when you return to the pilot's screen. Therefore any fleeing planes will normally be caught up by using this method until you are within firing range.


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HIGH SCORES

Welcome to the Official UK Video Game High-score table, where the record scores are displayed. If you can beat them, why not send in your scores to: HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If they're passed as genuine by our panel of experts, we'll include them in the high-score tables - and be prepared for instant fame!

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALTERED BEAST
508,200 Alan Peplow, Hednesford, Staffs
ASTRO WARRIOR
1,270,200 Daniel Greetham, Tamworth, Staffs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
938,800 Tony Holdford, Colchester
BLACK BELT
4,293,156 Harry Webb, Glasgow
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 29,500 Alan McPherson, Giffnock, Glasgow
FOOTBAG: 119,270 Jonathan Goodell, Chepstow, Gwent
SURFING: 8.8 Alan McPherson, Giffnock, Glasgow
SKATING: 4160 Alan McPherson, Giffnock, Glasgow
BMX: 114,800 Alan McPherson, Giffnock, Glasgow
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
619,460 Andrew Jackson, Jarrow, Tyne & Wear
FANTASY ZONE
72,865,100 Peter Ramdine, Stafford
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
528,150 Conrad Hadnett, Havant, Hants
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
1,175,650 James Denham, London
GREAT BASEBALL
22-01 Robert Gammon, Bedford
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
226,100 Martin Hudd, Stroud, Gloucestershire
MY HERO
11,773,030 Sean Hanna, Newry, Co Down
OUT RUN
53,730,420 Allan Black, Desborough, N Hants
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
QUARTET
3,170,810 Gareth Willis, Bristol
RAMBO III
86,050 Neil Kelly, Isleworth, Middlesex
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,330,400 Ben Addison, St Austell
RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales
R-TYPE
4,308,500 John Bristow, Erith, Kent
SAFARI HUNT
5,284,000 Martin Jarvis, Stourbridge
SECRET COMMAND
3,285,400 Paul Stokes, Aberdare, Wales
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
30,010,880 Alan Peplow, Hednesford, Staffs
SPACE HARRIER 3D
12,035,670 Allan Black, Desborough
THUNDERBLADE
2,608,700 John Moulding, Sunderland
VIGILANTE
154,200 Philip Paxton, Southport, Merseyside
WONDERBOY (MONSTER-LAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
350,100 Wai-Yin Man, Brighton, E Sussex
WORLD SOCCER
24-0 Simon White, Wollaton, Nottingham
ZILLION II
984,200 Conrad Hadnett, Havant, Hants

MEGADRIVE

GHOULS AND GHOSTS
115,200 Lee Quelch, Essex
SPACE HARRIER II
24,260,200 Wai Yin Man, Brighton, E Sussex
THUNDERFORCE II
1,982,700 Julian Rignall, C+VG

NINTENDO

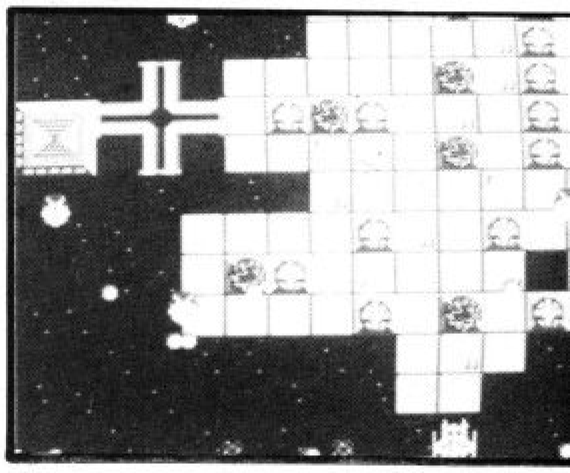
BALLOON FIGHT
431,050 Sherif Salama, Egypt
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,058,500 Aaron Pearson, Forth
GOLF
71 Damien Moriarty, Queensland, Australia
ICE CLIMBER
671,350 Paul Stokes, Aberdare
KUNG-FU
738,900 Brendan Newman, Melbourne, Australia
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
969,800 Iain Bowden, Bearsden, Glasgow
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
TOP GUN
175,000 M C Warlock, Plymouth

GAMEBOY

SUPER MARIOLAND
377,040 Sebastian Davis, Warninglid, Sussex
TETRIS
271,789 Julian Rignall, C+VG

PC ENGINE

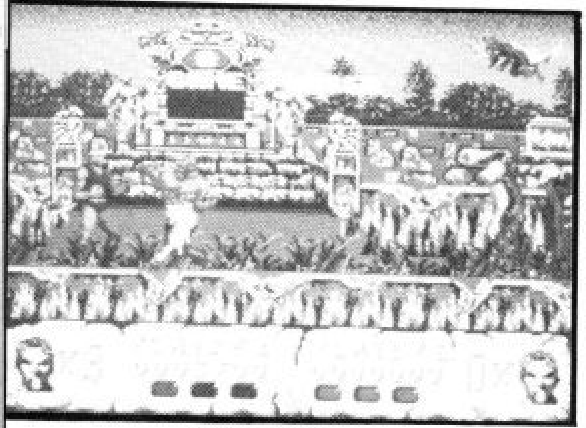
ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
262,100 Lee Mallett, Danbury, Essex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
FANTASY ZONE
2,408,700 Julian Rignall, C+VG
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
13,975,270 William Azzoug, Spalding, Lincs
NINJA WARRIORS
160,310 Tony Lorenzo, London
ORDYNE
445,900 Julian Rignall, C+VG
P-47
1,118,300 Steve Creasey, Dorking, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,990,800 Julian Rignall, C+VG
SIDEARMS
1,191,500 William Azzoug Spalding, Lincs ire
SON SON II
598,600 Andrew Sandle, Clacton-On-Sea, Essex
SPACE HARRIER
26,850,000 Martin Harris, Burton-on-Trent
SUPER WONDERBOY
569,160 William Wong, Stockport
TWIN HELI
1,467,900 Julian Rignall, C+VG
VIGILANTE
99,990 Anthony Bennett, Worksworth, Derbyshire



C64

ALTERED BEAST
302,900 C Maddocks, Killamarsh, Sheffield
ARKANOID
564,900 Graham Gurgan, Co. Down, N Ireland
ARMALYTE
30,475,400 Danny Gleghorn, Worksop
BATMAN - THE MOVIE
616,420 Gaspart Arnand, Belgium
BOMBUZAL
326,060 Jack Howarth, Failsworth, Manchester
BLASTEROIDS
3,562,950 Graham Gurgan, Co. Down, N Ireland
BUBBLE BOBBLE
5,360,280 Jens Schroder, Suhlendorf, Germany
DALEY THOMSON'S CHALLENGE
10,670 Tony Repo, Helsinki
DENARIS
417,700 Carl Patterson, Walsall, W Midlands
DRAGON NINJA
89,950 Philip Steventon, Stafford
GREAT GIANNA SISTERS
128,628 Gaspart Arnand, Belgium
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,810 Tim Pickup, Darwen, Lancs
MICKEY MOUSE
567,650 Daniel King, Manchester
NEW ZEALAND STORY
3,415,600 Luke Hetherington, Yeovil
OPERATION WOLF
1,000,300 B Hardcastle, Cranleigh, Surrey
PACMANIA
1,950,220 Mark Henn, Highgate, London
RAMBO III
68,450 Andrew Roberts, Walsall, W Midlands
RENEGADE III
79,995 Jukka Piira, Finland
R-TYPE
678,360 Luca Ceccarelli, Tirli, Italy

HIGH SCORES



SALAMANDER
303,400 David Leitch, Milton, Glasgow
SILKWORM
1,072,800 Gaspart Arnand, Belgium
THUNDERBLADE
2,044,190 J M Clayton, Ryton, Tyne & Wear

ST

AFTERBURNER
31,540,000 Louis Moloney, Birmingham
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
730,390 Julian Rignall, C+VG
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
163,450 Stephen Simpson, Otley
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
189,300 Imran Mubarak, Peterborough, Cambs
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
DRAGON NINJA
104,520 Michael Bell, Cramlington, Northumberland
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FLYING SHARK
4,283,920 Neil Evans, Cheltenham, Gloucestershire
FORGOTTEN WORLDS
59,300 Timothy Hodges, Peterborough, Cambs
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IK+
205,100 Niklas Aronsson, Sweden
IKARI WARRIORS
77,550 Craig Sutherland, Scone, Scotland
INDIANA JONES ARCADE
9,350 Richard Coward, Newthorpe, Nottingham
LED STORM
806,950 Richard Davis, London
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
409,797 Stephen Simpson, Otley, W Yorks
OPERATION WOLF
305,250 Aaron Kramer, Morayshire
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
20,550 Ian Currigan, Birmingham
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
RETURN OF THE JEDI
126,955 Ian Pinder, Pudsey
ROBOCOP
401,220 Aaron Kramer, Morayshire
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,479,100 James Tarbey, Liverpool
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
34,819,671 Paul Lomas, Cannock, Staffs
THUNDERBLADE
618,510 Richard Davis, London
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
1,755,890 Andrew Stamp, Portsmouth, Hants
XENON II
312,750 Jaspal Jandu, London

AMIGA

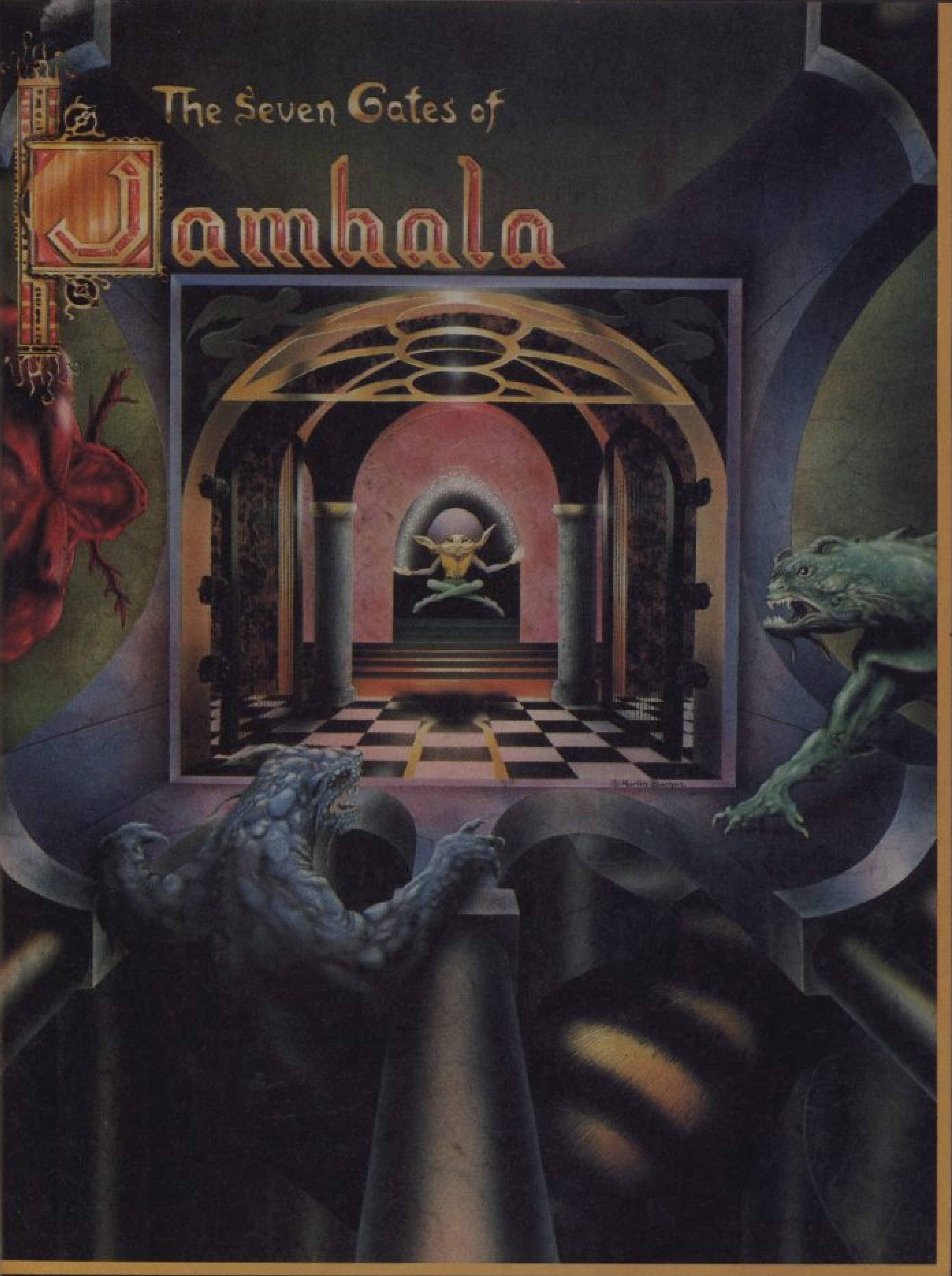
AFTERBURNER
16,189,480 Remko de Gilde, Holland
BARBARIAN II
676,753 Daniel Sprangers, Gressendam, Holland
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
177,550 Tim Lehane, Co Cork, N Ireland
CASTLE WARRIOR
805,261 Lior Meiry, Israel
CONTINENTAL CIRCUS
476,330 Martin Allsop, Burton-On-Trent, Staffs
DATASTORM
667,370 Mark Schokker, Wintersburgh, Holland
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
FORGOTTEN WORLDS
638,500 Justin Edwards, Bristol
GUNSHIP
39,834 Andrew Aldridge, Erlestone, Wiltshire
HYBRIS
2,171,775 Miguel Lima, Portugal
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
256,821 Mark Blackie, Brockley, London
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
21,356,620 Sou-Helen Varvatou, Athens, Greece
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
1,912,824 Allan Black, Desborough, N Hants
ROBOCOP
375,680 Martin Allsop, Burton-On-Trent, Staffs
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
590,650 Martin Hills, Sittingbourne, Kent
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE
62,470 Asim B, Gants Hill, Essex
TEST DRIVE II
274,370 Petri Nissi, Finland
XENON II
352,780 David Pocock, S Croydon, Surrey

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
374,090 Paul Macey, Caerleon, Gwent
CRAZY CARS II
202,167 Philip Doak, Ellon, Aberdeenshire
DOUBLE DRAGON
843,440 John Bristow, Erith, Kent
DRAGON NINJA
1,102,060 M C Warlock, Plymouth
FIREFLY
1,643,290 Robert Preston, Warley, W Mids
FORGOTTEN WORLDS
626,500 John Bristow, Erith, Kent
LAST NINJA II
999,999 Steven Symonds, Chard, Somerset
NEW ZEALAND STORY
501,300 Peter Barnes, Oakworth, Keighley
OPERATION WOLF
914,830 Martin Hills, Sittingbourne, Kent
OUT RUN
24,442,970 Chrissie Brown, Handforth, Cheshire
ROBOCOP
1,899,002 Shaun Gomm, Rickleton, Tyne and Wear
ROLLING THUNDER
156,620 Neil Haylett, Sunbury, Middlesex
THUNDERBLADE
1,944,000 John Bristow, Erith, Kent
WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMSTRAD

AFTERBURNER
25,310,570 Craig Nelson, Barnsley, S Yorks
APB
$38,970 Andrew Buckly, Reading, Berks
BARBARIAN II
23,570 Neil Franklin, Swanley
BLASTEROIDS
106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
124,730 Stephen Kingston, Crewe, Cheshire
CRAZY CARS
9,975,410 Stephen Baker, Tredegar, Gwent
CRAZY CARS II
752,966 Morten Ludvigsen, Nesna, Norway
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
1,088,000 Philip Doak, Ellon, Aberdeenshire
DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos
GRYZOR
1,264,606 James Campbell, Welling, Kent
MR HELI
243,980 Ben Patchesa, Scaldwell, Northants
OPERATION WOLF
447,350 Paun Giunman, Harrow, Middx
OUTRUN
56,708,370 R McDonald, Thurnby, Leics
ROBOCOP
2,794,000 John Bristow, Erith, Kent
SOLOMON'S KEY
Paul Cayzer, Widnes
SORCERY PLUS
128,135 Ben Cumming, Eaglesciffe, Cleveland
TETRIS
9780 James Lodge, Belrer, Derbyshire
VINDICATORS
479,000 Giles Taylor, Eastleigh, Hants
WEC LE MANS
408,360 Philip Doak, Ellon, Aberdeenshire





ATARI ST





AMIGA



THE SEVEN GATES OF JAMBALA

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You will face a labyrinth of caves which not surprisingly hide a host of inhabitants, good and bad, treasures, puzzles, magic spells and many hidden screens.

If you are lucky enough to find all 7 pieces of the missing magic wand and reach the last city you will finally have the chance to escape from the labyrinth.

A fascinating voyage of discovery through an unknown world of fantasy.

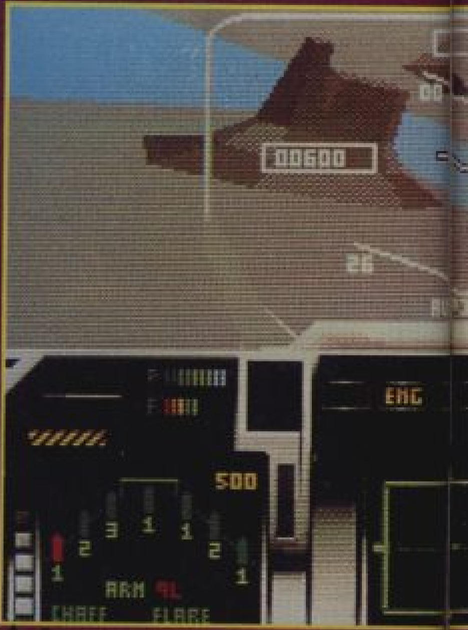
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F29 RETALIATOR

BY OCEAN

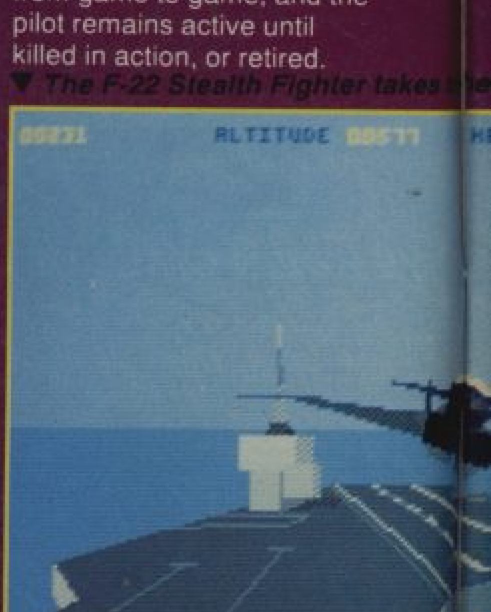


▲ Soaring over the mesas on the

If you've ever wondered what it would be like to fly a fighter plane of the 21st century, here's your chance to find out in Ocean's F29 Retaliator. Set in the year 2010 and based on current and predicted advances in technology, F29 gives the player the opportunity to take a seat in the cockpit of either a Lockheed F22 Advanced Tactical Fighter or a Grumman F29 Multi-Role Fighter and fly 90 different battle scenarios.

The title screen is where it all begins. First the player inputs his name into the pilot's log and selects one of five ranks, effectively selecting the difficulty level. As with all good flight simulations, the pilot's performance is saved from game to game, and the pilot remains active until killed in action, or retired.

▼ The F-22 Stealth Fighter takes







...the Arizona training site.



▲ Arming up the F-29.

After that you can choose which aircraft and which scenario to fly. There are four basic war zones: Arizona, a test range where you're given the change to try your luck in a true hostile environment simulation without the danger of actually getting blown up, the Middle East, the Pacific Ocean and Europe, the toughest of all battlezones. A fifth option, and one which really helped me hone my battle skills is Zulu Alert, an aerial combat practice option where you start in the air, have unlimited ammo and a whole squadron of enemy aircraft to bring down. It's basically an all-action shoot 'em up and is great fun, even if you don't score any points!

Once you've chosen a scenario and armed your plane, you can fly a mission. The choice is dependent on your rank and how many missions you've already flown. Since promotion is up to the player (you can change rank any time) it's possible to go straight into a very tough mission, but I wouldn't advise it - I was shot down within minutes!

As your pilot progresses through the war, extra secret missions become available - and the outcome can win or lose the war!

Sounds good? It is! F-29 is astounding just to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen on the Amiga! There are simply hundreds of ground features - cities, complete with skyscrapers for you to fly around, roads, railways, tank platoons, oil refineries, factories, churches, missile bases... the list goes on. And the cockpit interior graphics are tremendous, giving a thoroughly convincing impression of being there.

But it's the sheer depth that makes F29 the best combat/flight simulation I've seen. The wealth of missions is incredible. From the test range where the player has the opportunity to practice every angle of battle combat - taking out planes, tanks, trains and military and industrial installations, to complex real-war scenarios involving all sorts of multi-intercept, bombing, reconnaissance and aerial support duties - and that's only the beginning! There are over 90 varied and interesting missions in all, giving enormous lasting appeal.

F29 Retaliator is the absolute apex in flight simulations, and sets the standard by which others will be judged. Fly it and believe it.

JULIAN RIGNALL

UPDATE

An ST version should be available by the time you read this. The static graphics aren't as good as the Amiga version, but the 3D is ever so slightly faster. Look out for it.

AMIGA	£24.99
GRAPHICS	94%
SOUND	88%
VALUE	94%
PLAYABILITY	97%

Featuring the most realistic 3D graphics seen on the Amiga and 90 different missions that offer literally months of stimulating air combat, F29 Retaliator is simply the best flight simulator yet.

OVERALL 96%

...kes to the air.



▼ Patrol the Gulf and protect the tankers.



COMPO

I'D BUY THAT FOR £400!

WIN YOUR OWN ROBOCOP-ETTE WITH OCEAN



Those Ocean guys are dead chuffed with themselves. Why? Because their game of that totally HARD movie, Robocop, has been topping the Gallup charts all blimmin' year - in fact it was at number one for over six months, "and that makes it a chart-busting, gun-toting, crime-crunching record breaker," as Roy Castle would say!

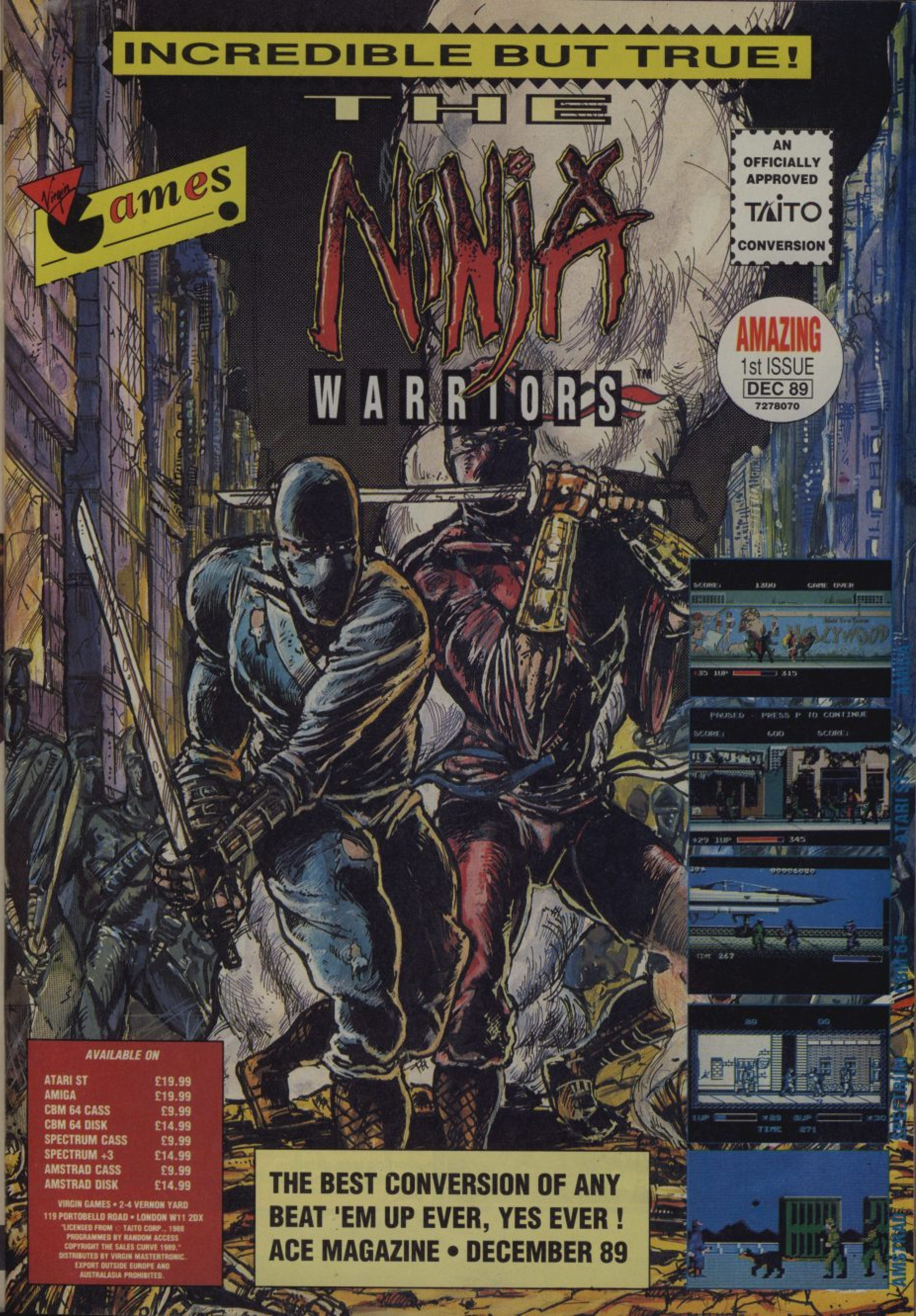
So to celebrate, they're giving away a fabulous Tomy Omnibot 2000 worth 400, which can't actually twirl an automatic pistol or thump robbers like Robocop, but is still lots of fun. The Omnibot is a fully programmable domestic droid, equipped with a moving head, an articulated gripping arm and it's own integral cassette deck which can store program data. It runs from a remote control unit with a built-in microphone, so next time your Auntie Vera comes over for tea, you can have a laff by driving the Omnibot over to her, switching on the mike and shouting, "Please put down your cheesecake! You have 30 seconds to comply!" She's bound to see the funny side.

As well as the Omnibot, Ocean are also providing three runners-up with a copy of the Robocop video (recently released on sell-through with an Ocean game-of-the-film ad at the start), and a copy of the game. How's that for generous?

Now, what we want you to do is answer the four Robocoppy questions on this page, bung your answers on a postcard or sealed-down envelope and send it off toooo: THE "DROP IT, COME QUIETLY AND STAY OUT OF TROUBLE" ROBOCOMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Get your entry to us by 31st of January or there will be... trouble.

ROBOQUESTIONS:

1. Who is the actor who plays Robocop in the movie?
2. What is Robocop's original human name?
3. What is the name of the psycho mega-robot which has it in for Robocop?
4. In which American city is Robocop set?



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ACE MAGAZINE • DECEMBER 89
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CBM 64
SPECTRUM
AMSTRAD

BY GRANDSLAM/THALION

SEVEN GATES OF JAMBALA



▲ *G-YERK! A fireballing boss monster rises from the deep!*

A wizard isn't a very good wizard if his wand is knackered, and guess what? Yours has been inadvertently smashed into little pieces. Seven in fact which, for no apparent reason, have been hidden around the world of Jambala. Now, Jambala is a big place, made up of seven lands each containing seven zones, all absolutely jam-packed with creepies, and all you have is your spell-casting skills and a putrid purple outfit.

Somewhere within each group of seven stages is a mega-meanie which guards the entrance to the next level. Requiring several shots before it dies, this monster doesn't sit back and let itself be duffed up, preferring instead to throw fireballs at you in an attempt to part you from your five lives.

When all the pieces of the wand have been found, the race is on to fix them all together in their proper order before someone sees your purple clothes and insults you into a life of seclusion.

The latest game to come from the Grandslam/Thalion alliance (the first one we saw being Chambers of Shao-Lin), Seven Gates of Jambala is a collect 'em up not dissimilar to the likes of Super Mario Bros in gameplay. Scrolling left to right as all the best collect 'em ups do, this is a playable, addictive game which, although looking only average, has loads of super music and oodles of all-important addictive qualities.

PAUL RAND

▼ *Haggling with a trader.*



▼ *Eek! Another boss - this one armed with boomerangs!*



ST	£19.99
GRAPHICS	69%
SOUND	80%
VALUE	71%
PLAYABILITY	78%

Another game jumping on the Super Mario bandwagon. But there's enough here to satisfy most lovers of the genre with its addictive pick up 'n' run action.

OVERALL	71%

UPDATE

Amiga and C64 versions of Seven Gates Of Jambala should be arriving in two shakes of a camel's hump, priced at 24.99 and 9.99 respectively. Expect similar gameplay to the ST game, with the C64 sporting less-detailed graphics than the 16 bits.

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TWINWORLD
GEN D'OR
* Great fun, colourful and addictive too : Overall rating : 81 %
A. Smith
Amiga Format (January issue)
* It's one of the best 16 bit exploration games around. A great combination of platforms and arcade adventure action. Overall rating : 81 %
Computer & Video Games
(January issue)
* Twinworld is a lot of fun ! Overall rating : 78 %
Phil King ZZAP (January issue)
A game created by Blue Byte
000810
26
000700
30
005620
38
Available on ST and Amiga
Screenshots from Amiga Version
UBI SOFT
Entertainment Software

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JANUARY
Holopreview 7: Chase HQ ❑
OR
Holopreview 8: Op Thunderbolt ❑

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TWIN WORLD

BY UBI SOFT

Twinworld is just the kind of place you'd expect to find a cute, pot-bellied hero called Ulopa, isn't it? Of course it is. Ulopa is the son of the last King of the Cariken line, a ruling family who wisely watched over a peaceful and prosperous people (called Gaspards) for centuries.

Stupidly, the Carikens got lazy, allowing a horrible druid called Maldur to slaughter them and steal their magical, protective amulet. Only Ulopa survived, sneaked away by his father's faithful servant, Tharox. When Maldur tried to destroy the amulet, it blew up in his face, scattering 23 pieces around the kingdom. Once he reached shaving age, Ulopa swore vengeance, and set off to recover the missing pieces of amulet.

Before waving a tearful goodbye, Tharox imparted some nifty magical tricks to the wee scamp, allowing him to shoot powerful fireballs from his eyes. Finding coloured potions (they're everywhere within the 23 landscapes) allows Ulopa to select one of three eye-weapons, which quickly dispatch Maldur's meddling minions and allow him to get further.

Each landscape contains an upper and lower world, which you have to hop between to find the correct route to the amulet and a warp door. On the way you can pick up some handy treasures for points, extra lives and potions, discover secret rooms and kill or avoid opponents. Some of them - like triffids and mini Gribbly-style dragons - take plenty of shots to kill. At the end of every fourth level you come across a treasure room packed with goodies, sometimes guarded by big dragons. This is the place to pick up all those handy extra points.



▲ That mouth leads onto the upper world.



▲ Ooh! A treasure room!

If there's something you don't have, just summon a seller and he'll usually give you what you want at a reasonable price. There are also plenty of bonus objects to be had. For example, if you leap too far, the fall kills you; picking up a parachute means you can jump any distance, and you'll simply float to earth. Other handy goodies include bigger jumps and shot enhancements.

Twinworld is a great combination of platform and arcade adventure action. The control method and map design are both excellent, allowing you to progress just that little bit further every game - you soon learn which gaps are too big to jump, and re-exploring the same territory doesn't get boring. In all, it's one of the best 16 bit exploration games around.

GORDON HOUGHTON



UPDATE

An ST version, oozing oodles of pot-bellied fun, is being converted to the ST at this very moment. PC, C64 and Amstrad versions will be available sometime next year, but sadly there are no plans to convert Twinworld to the Spectrum.

AMIGA	£24.99
GRAPHICS	79%
SOUND	74%
VALUE	78%
PLAYABILITY	87%

Cute graphics, excellent animation and pleasant tunes are just a sideline to Twinworld's great playability - check it out.

OVERALL	81%

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GALAXY FORCE 2

BY ACTIVISION

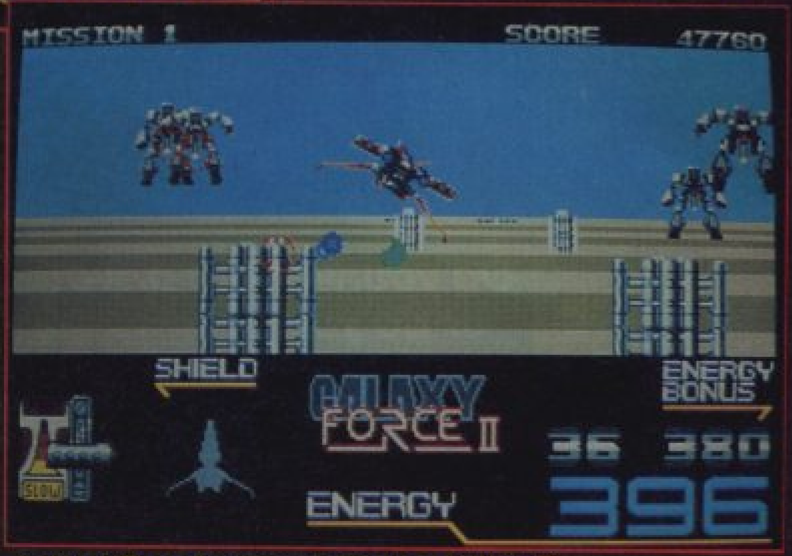
In this conversion of the big Sega arcade game, the player has the job of flying five missions over four different alien planets and through one level of enemy infested space, with the sole objective of destroying the controlling computer nerve centre on each one.

Starting with 1200 units of fuel which count down throughout the mission, extra energy is given at strategic points on during each level, as well as from your mothership which waits for you at the end of each level. The battle is depicted in second-person perspective 3D, each level becoming more difficult than the last.

Galaxy Force II in the arcades is a fun, challenging blast through space, with impressive graphics and sound effects. And while the presentation of the original has transferred surprisingly well to the ST, the home computer version is too simple to warrant long-term play. Although the space section is a bit on the naff side, with no real feeling of movement due to the lack of a rolling starscape, once you hit the caverns your monitor screen comes alive with some of the most effective 3D seen in an ST shoot 'em up. Sprites are detailed and move around the screen well enough, and sound, although produced by the ST's own squawk-box sound chip, lends atmosphere to the game.



▲ *Ha! That'll teach 'im!*



▲ *Woo! These bouncy robots are a right laff!*

However, it took us about an hour to complete the game - the trick to completion is simply to blast loads of baddies in order to rack up a huge energy level, after which you can't fail to progress to the later stages. And once you've completed it, the game soon loses its appeal.

PAUL RAND

▼ *Whee! What a lovely day...*



UPDATE

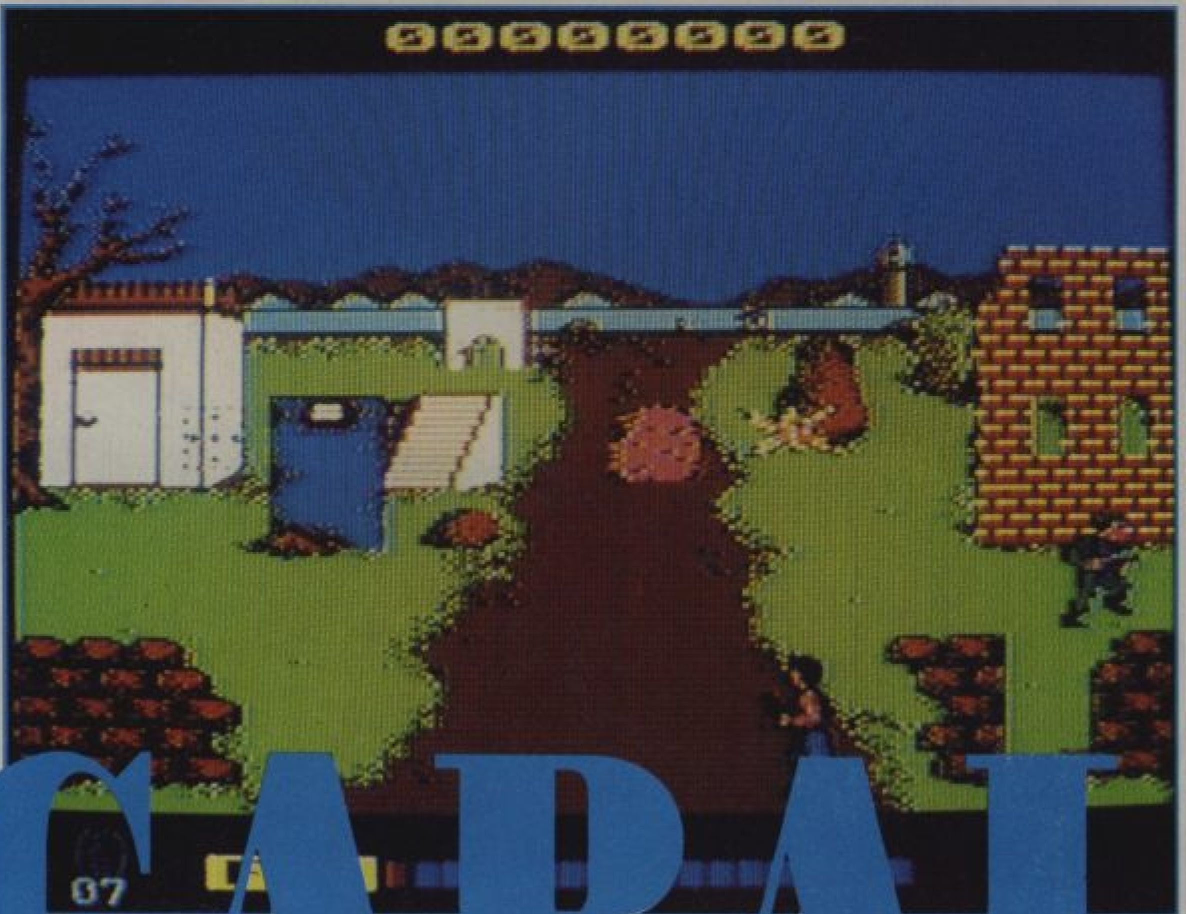
Expect Amiga, Spectrum, Amstrad and C64 versions very soon indeed at the usual prices - take a look before buying them.

ST	£19.99
GRAPHICS	83%
SOUND	71%
VALUE	48%
PLAYABILITY	58%

Although the graphics and 3D routines are excellent, the gameplay severely lacks challenge and it's very easy to go all the way through the game in one sitting.

OVERALL	55%


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CABAL

BY OCEAN/SPECIAL FX

Ever felt the need for a spot of psychotic, no-holds-barred death and destruction on a grand scale? Well Ocean's conversion of the fab Cabal coin-op has all that and more.

The scenario, if that's what you can call it, entails one or two crack commandos sneaking behind enemy lines with the objective of doing as much damage as is humanly possible. The enemy stronghold is made up of five war zones, each containing four areas. Packing a powerful sub-machine gun and nine anti-personnel grenades, the heroes simply have to destroy a set number of a targets on each screen before moving onto the next.

There are loads of things to blast - foot patrols, tanks, military personnel carriers and helicopter gunships, each armed with devastating artillery which includes gatling guns, grenades and bombs. When some enemy targets are destroyed, bonus items such as supplies of grenades and mega-machine guns are left behind and can be picked up by the player and added to his armoury.

After every four screens you confront a huge ammunition-spewing military vehicle which requires many direct hits before it explodes, clearing the path to the next zone.

Finding that the simultaneous two-player option of the arcade game has been dropped is a disappointment, but it's thankfully made up for by stonking gameplay which requires great hand-to-eye reflexes to get rid of the baddies while, at the same time, avoiding the frightening return fire being sent in your direction - the action is amazingly frantic!

Cabal is an addictive blast which is best likened to Operation Wolf but without the scrolling. Fans of the coin-op will be well chuffed with this conversion, as will arcade addicts who crave for a bit of meat in their games.

PAUL RAND

C+VG HIT!

C64	£9.99
GRAPHICS	79%
SOUND	74%
VALUE	84%
PLAYABILITY	85%

A fab conversion of a playable, if socially unacceptable, arcade machine. Even with the lack of the original's simultaneous two-player action, Cabal is packed with gameplay which should more than satisfy the Rambo-esque blood lust within you.

OVERALL 85%

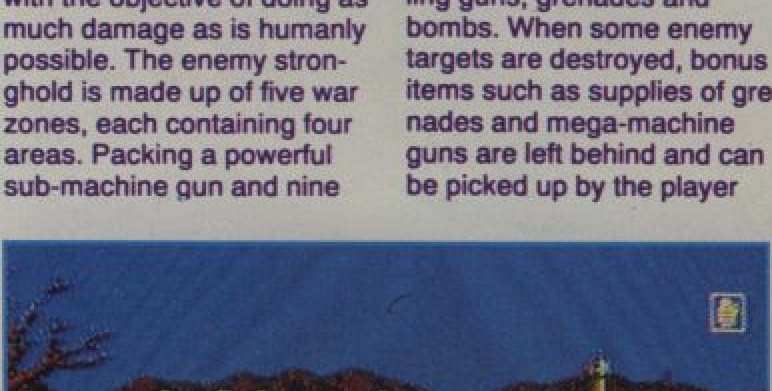
UPDATE

Fret not, Amstrad, ST and Amiga owners, for your versions of Cabal should be in the shops now. Amstrad blood 'n' guts merchants can look forward to a game not dissimilar to the Spectrum game but with better colour, while the 16 bit conversions should faithfully resemble the coin-op in both graphics and gameplay.

SPEC	£8.99

Although C64 Cabal relies more on its frenetic gameplay than fancy graphics, lousy choice of colour and "invisible bullet syndrome" make for a poor Spectrum conversion. Recommended to arcade addicts with 20/20 vision only.

OVERALL 62%



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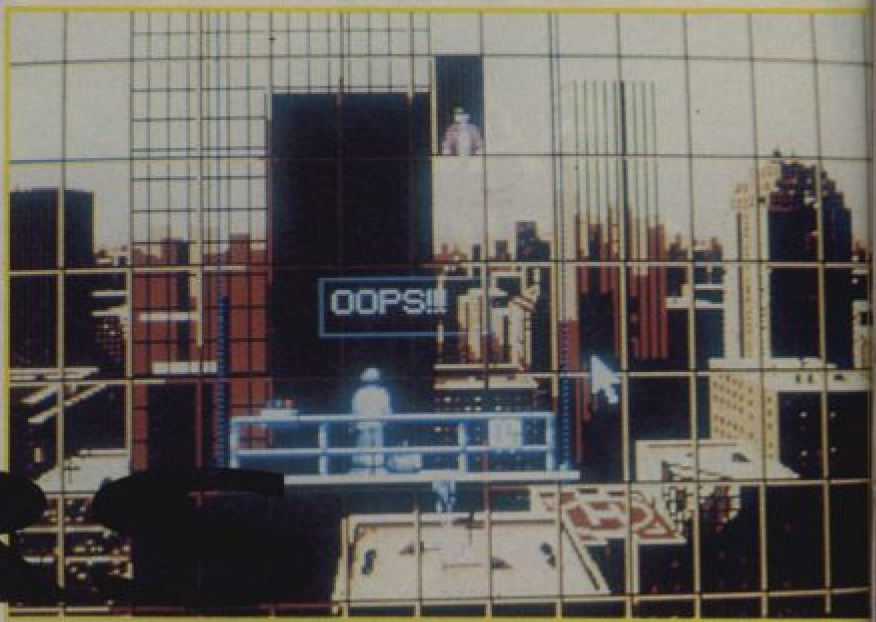
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FUTURE WARS



▲ *Uh oh!*

BY DELPHINE

Cleaning windows isn't the ideal qualification for the job of saving mankind. True, there's the occasional danger of being thirty floors up in high winds, but the most hassle you usually get is from your boss.

Not any more. It's the future, and an alien race called the Crughons is slowly wiping out all the earth colonies. The final part of their plan involves travelling back in time and corrupting earth's history - they want to rub out every last trace of humanity. This is the plot you stumble on. Innocently discovering a Chronoporter (for time travel), you're whisked off to the Middle Ages before you can drop your plastic bag. Zap.

The action is entirely mouse controlled, with six basic operations accessed from a menu. Once you decipher the odder combinations ("operate tree" to shake it), it's a reasonably flexible way of exploring the environment.



▲ *Cor! A magic flag!*

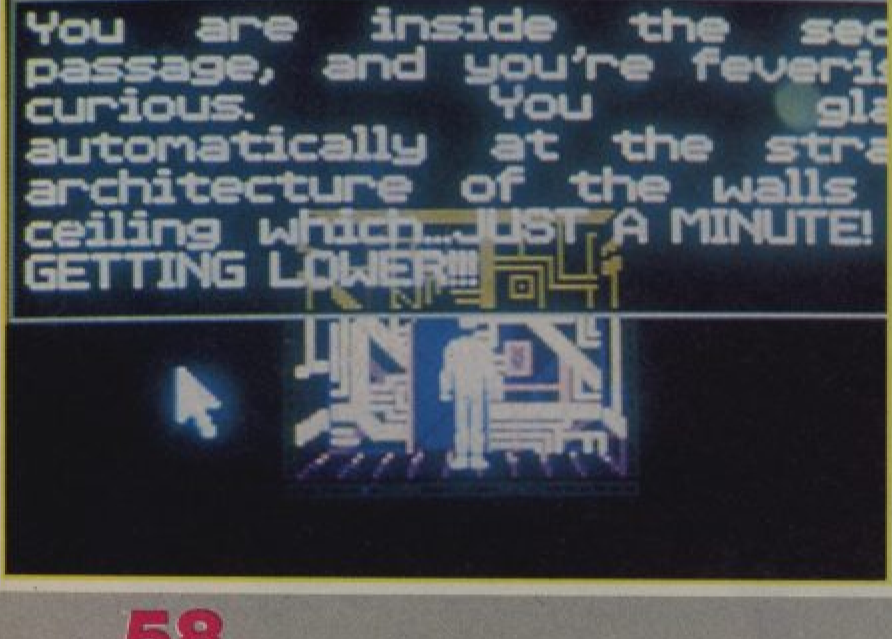
Saving the world is where most of the fun lies. Exploring time zones and solving puzzles in the style of a Lucasfilm adventure game is challenging but enjoyable. Even so, the new Cinematique system has a few teething troubles. For a start, too often you want to perform an action, only to be told "come a little closer". Instead of the game doing the hard work - as it does in Indy or Maniac Mansion, for example - you've got to work your way round its little faults, and this can become very annoying.

Other minor niggles include the scarcity of adequate commands and the difficulty level: you have to save the game on every other screen because there are so many occasions on which you can fry, drown or get gobbled up for just one wrong move. The problems aren't too tough, but sorting them out using the game's system is.

Apart from these little faults, Future Wars is an excellent thinker's game. There are a lot of ingenious puzzles, plenty of depth, and a great scenario. The graphics are superb, with some detailed animation and cut-scenes, and the excellent sound effects create exactly the right atmosphere - whether it's the crunch of footsteps on a forest floor or the electric buzz of a transporter. Worth checking out.

GORDON HOUGHTON

▼ *"When I'm cleanin' winders! He-he! Turned out nice again!"*



AMIGA	£24.99
GRAPHICS	90%
SOUND	85%
VALUE	77%
PLAYABILITY	78%

Brilliant graphics and sound effects are let down by niggling faults in the Cinematique system. Even so, if you like mind-taxing puzzles or you've enjoyed the Lucasfilm adventures, take a look.

OVERALL	79%

UPDATE

Both ST and PC versions will be available soon, and there should be no major differences - apart from less impressive sound effects and music.

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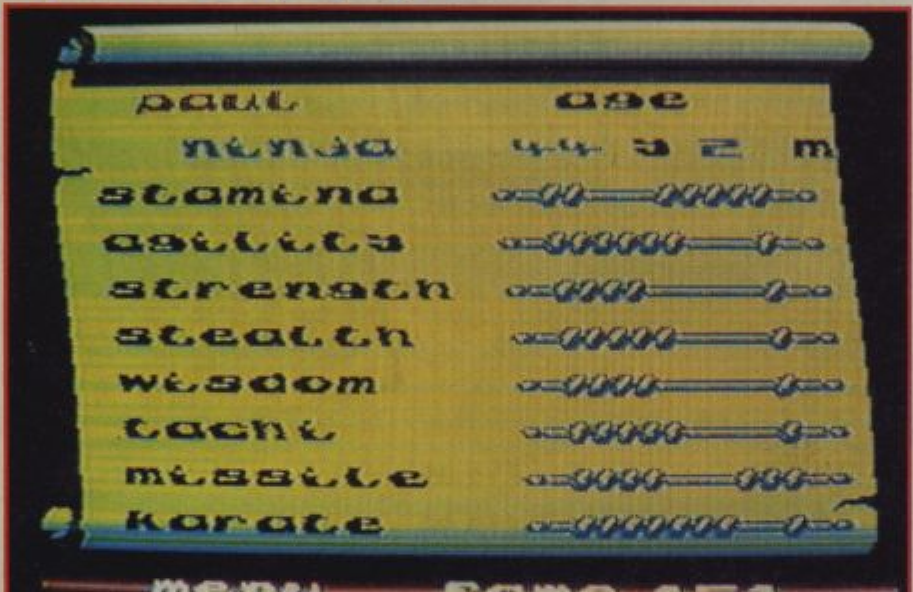
BUSHIDO

BY FIREBIRD





▲ *Go on - show them your pointy stick.*



Rife was velly hard in early Feudal Japan. Not only did they have freezing winters and a strangling class system, but they also had a severe dose of "Bushido". Bushido was the code followed by all warriors; basically, it meant if you lost a battle, you had to remove your innards with a sharp implement or retire to a monastery, where lots of people would laugh at you until you died.

Luckily, it's the 20th Century, and you're only playing a computer game based on the real thing. It's set in Shimosa Province, head-butting ground for the Genji and Taira, two opposing clans. As one of the head honchos in the Gaira house, your mission is to send a lone fighter to infiltrate the Taira fortress and kick some enemy ass.

There are eight agents to choose from, from a Buddhist Monk to a Mountain Warrior, all of whom have some balance between guile and aggression. They can be trained to master their own best skill and get handy at others. They also carry a magical belt, so that should they be mortally wounded, they're transported back to base to recuperate.

The fortress is split up into flick screen rooms which scroll (slightly) depending on the direction you go in. This allows a much more detailed character to be used, and gives the impression of having a larger play area. Whichever agent you pick, he's very quick to move through the 3D environment.

The action is standard arcade adventure fare: kill people and search rooms for items which make progress a lot easier. There are also plenty of potions and special items such as wands, chests, and hidden exits to find, and these make the game good where it could have been mediocre. Combat is the only disappointment: it isn't really complex enough, even though there are a wide number of weapons with different hit points and control difficulties.

The music is very Zenji-esque in places, and even though it's not the most amazing tune ever, it manages to capture the right atmosphere without being irritating. Much the same could be said for Bushido as a whole: it's fast and playable - not as good as The Last Ninja 2, but still well worth looking at.

GORDON HOUGHTON

UPDATE

Other versions will eventually be available, but not even Microprose know when, where and how much.

C64	£9.99
GRAPHICS	78%
SOUND	80%
VALUE	74%
PLAYABILITY	75%

A good oriental arcade adventure, just lacking the extra challenge that would put it in the same league as The Last Ninja 2.

OVERALL 78%

TINTIN ON THE MOON













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Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which ins't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

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COMMANDO

BY ELITE

About four years ago, Commando burst into the arcades. It's a vertically scrolling shoot 'em up in which the player guides Super Joe Crack, mega commando, on a mission to defeat an entire enemy army single handedly. The coin-op was very popular, and Elite snapped up the licence and released computer conversions, which made number one in December 1985.

Now, after all these years, Elite have got the licence out of the cupboard, blown off the dust and released 16 bit conversions...

The game is very straightforward to play. All you've got to do is guide Joe up the screen and blast everything that moves with your trusty machine gun. Joe's also got a limited number of grenades which he can lob at groups of soldiers, enemy vehicles and gun emplacements to take them out in one fell swoop.

There are eight different levels in all, each one ending with a fortress where Joe is confronted by hordes of oncoming soldiers - blow them all away and he can continue onto the next screen.

As Joe progresses through the landscape the mission gets more and more suicidal, with soldiers hidden in foxholes, an enemy airfield packed with bazooka-toting soldiers and dozens of gun emplacements waiting to send the hero home in a wooden box.



The Amiga conversion of Commando is almost a pixel-for-pixel copy of the coin-op - in fact the only difference is the music, which sounds very muffled, not at all like the stirring arcade soundtrack.

However, the big problem is that the Commando style of game looks very basic when compared with newer software. The gameplay, although fun for a while, is ultimately limited, and it won't take long before you go all the way through the game.

Those who adored the coin-op will obviously love this, but personally I think it's a bit pricey. After all, would you go and stick twenty quid into the arcade machine these days?

JULIAN RIGNALL

UPDATE

A very similar ST version is out now, and apart from slightly inferior music is the same as the Amiga game. Commando on 8 bit is available on budget - the C64 version is fairly good, but both the Spectrum and Amstrad versions are brilliant.

AMIGA	£19.99
GRAPHICS	67%
SOUND	71%
VALUE	67%
PLAYABILITY	73%

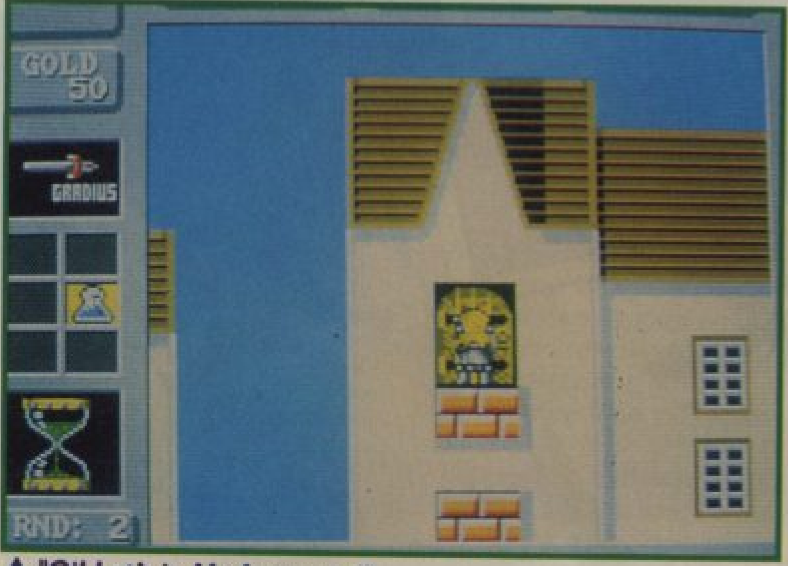
A spot-on conversion of the ageing arcade machine which is addictive in the short-term, but doesn't offer much in the way of lasting appeal.

OVERALL 69%

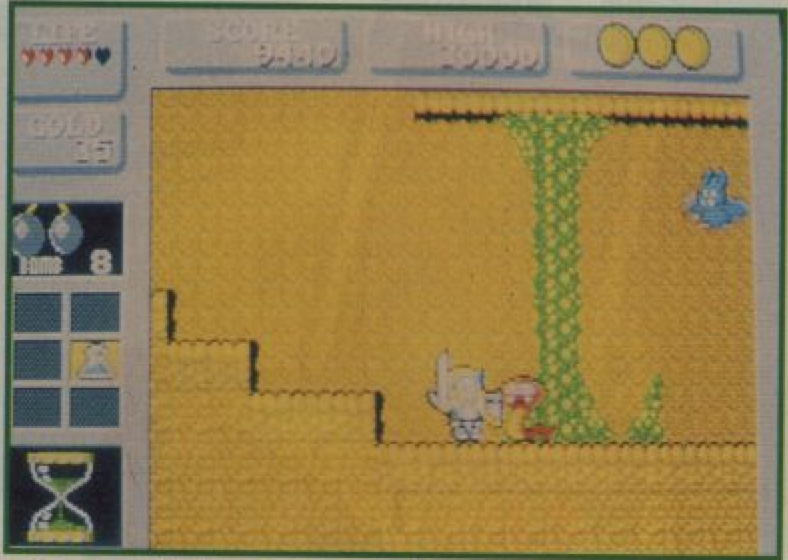
▼ *Izzat Steve McQueen on that bike?*




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▲ "Oi! Let's in Mr Armourer!"



▲ Snakes! No fang you very much!

SUPER WONDERBOY

BY ACTIVISION

▼ This fellah's got some useful advice.



He may be up to his third adventure on the Sega Master System, but here on the ST everyone's fave sprog Tom-Tom the Wonderboy has only just recovered from his forest-foraging exploits of two years ago.

While away on his travels, Tom-Tom's homeland has been invaded by a scourge of deadly small, woodland creatures. No-one knew the reason behind this rebellion of the animal kingdom; that is, no-one knew until the Wonderboy's return. It turns out that the animals' master, Meka the dragon, is taken aback at the indiscriminate slaughter of his furry chums at the hands of the kid with the skateboard and crash helmet, and has sent a plague of foul fauna to wipe out the inhabitants of Wonderland. And wipe them out he will, unless you take control of Tom-Tom, who has swapped his childish gear for a sword and a heart of stone, and go off in search of Meka to bring peace and justice to what is now a dangerous place to live.

Standing between Wonderboy and the liberation of his homeland is level upon level of arcade adventuring action, a change to the hack and slay of the original game. You begin in a small town, and must fight your way through villages, grasslands and underground caverns before you stumble upon Meka and your goal. Many of the baddies you encounter have some dosh on their person, which can be collected once the creature has been biffed over the head. This money can be used in any of the multitude of shops found along the way, which sell items such as beer to increase your energy, limited but powerful weaponry (including bombs, fireballs and lightning bolts) and armour.

Waltzing into some of the buildings brings you face to face with one of Meka's guardians, all heavily armoured and capable of ending your journey and life very quickly. These monsters must be killed, as they possess the keys to each of the end-of-level exits.

Super Wonder Boy is a fun piece of software with heavy console influences (hardly surprising - it's already been out on the Sega System). It's not the strongest license this year by any means, but that shouldn't stop fans snapping it up.

PAUL RAND

SPEC	£9.99
Although the graphics are monochrome, playing is as fun on the Spectrum as it is on the ST. Worth the pennies if you like this sort of game.	
OVERALL	84%

UPDATE

Amiga SWB will be slightly smoother and will sound better than the ST version, while C64 and Amstrad conversions will be more colourful than the Spectrum version, and just as playable.

ST	£19.99
GRAPHICS	85%
SOUND	81%
VALUE	83%
PLAYABILITY	86%
Wonderboy comes of age, battling beasties across loads of levels in an addictive console-esque arcade adventure.	
OVERALL	84%


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C-2186

THE C+VG CHARTS

AMIGA TOP 20

1	(-)	Batman	Ocean	96%
2	(1)	Xenon II	Imageworks	96%
3	(-)	Strider	US Gold	93%
4	(-)	Continental Circus	Virgin	79%
5	(12)	Shadow o/t Beast	Psygnosis	78%
6	(-)	Powerdrift	Activision	83%
7	(8)	Kick Off	Anco	84%
8	(-)	Altered Beast	Activision	69%
9	(3)	F16 Combat Pilot	DI	76%
10	(11)	Falcon	Mirrorsoft	93%
11	(-)	Beach Volley	Ocean	80%
12	(-)	Hillsfar	US Gold	70%
13	(-)	Space Quest 3	Activision	78%
14	(-)	APB	Domark	79%
15	(-)	Gunship	Microprose	87%
16	(18)	Lombard RAC Rally	Mandarin	83%
17	(-)	Shufflepuck Cafe	Domark	80%
18	(7)	Robocop	Ocean	90%
19	(-)	Speedbt Assassin	Mastertron	33%
20	(-)	Nigel Mansell's GP	Alternative	79%

What a surprise - Batman swings straight to the top of the chart and is joined by US Gold's Strider conversion. A couple of new adventure titles make the top 20, but surprisingly the superb Indiana Jones adventure hasn't made it yet. Maybe next month?

PG'S TIPS

INDY ADVENTURE GAME: All the thrills of the film! So good, even C+VG's die-hard blasters are hooked!
STUNT CAR RACER: Superb racing simulator just hitting the shelves.
GHOULS 'N' GHOSTS: Triff an' brill arcade conversion from US Gold. A Christmas biggie for sure.

OUTSIDE BET

IT CAME FROM THE DESERT: Brilliant Cinemaware stuff - but will it be out in time for next month's chart?

ATARI ST TOP 20

1	(-)	Stunt Car Racer	Microprose	94%
2	(-)	Strider	US Gold	93%
3	(-)	Continental Circus	Virgin	79%
4	(1)	Xenon II	Imageworks	94%
5	(-)	Paperboy	Elite	69%
6	(9)	Kick Off	Anco	84%
7	(11)	TV Sports Football	Mirrorsoft	87%
8	(-)	Centrefold Squares	CDS	66%
9	(2)	Promised Lands	EA	85%
10	(-)	Power Drift	Activision	81%
11	(-)	Ferrari Formula 1	EA	69%
12	(6)	Indiana Jones	US Gold	81%
13	(-)	Altered Beast	Activision	69%
14	(-)	Mansell's G P	Alternative	75%
15	(12)	Robocop	Ocean	90%
16	(-)	Computer People	Activision	81%
17	(3)	Bloodwych	Imageworks	81%
18	(-)	Star Wars Trilogy	Domark	81%
19	(-)	Shinobi	Virgin	80%
20	(8)	Falcon	Mirrorsoft	93%

The incredibly playable Stunt Car vrrrmmms over the line in first place this month, and about time too we say! Xenon II suffers the ignominy of being beaten into fourth place by Continental Circus.

PG'S TIPS

INTERPHASE: Fab 3D cyberpunky strategy/blasting action. Got to be a hit.
HARD DRIVIN': Completely brilliant conversion of Atari's stunt driving simulator.
DAMOCLES: The long-awaited 3D mega-quest should be out by the time you read this.

OUTSIDE BET

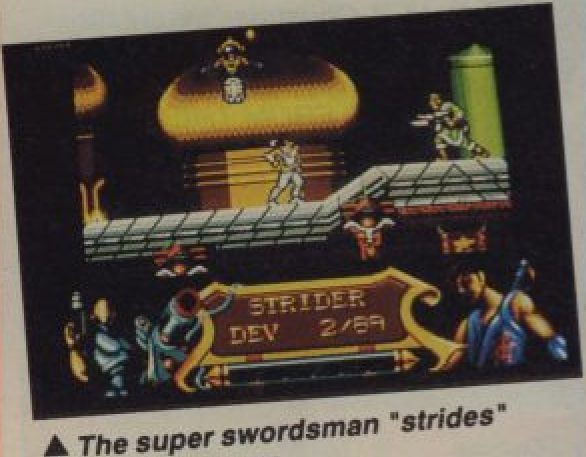
TOWER OF BABEL: Intriguing 3D puzzle game from Microprose, which should attract a fair bit of interest.

HOW THE CHARTS ARE CREATED

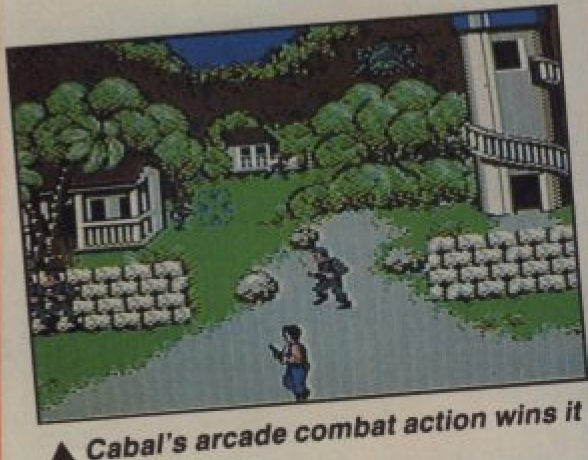
Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.



▲ *Altered Beast roars in at number nine.*



▲ *The super swordsman "strides" into fifth position.*



▲ *Cabal's arcade combat action wins it eighteenth place.*



▲ *Continental Circuit races into thirteenth place.*

ALL FORMA

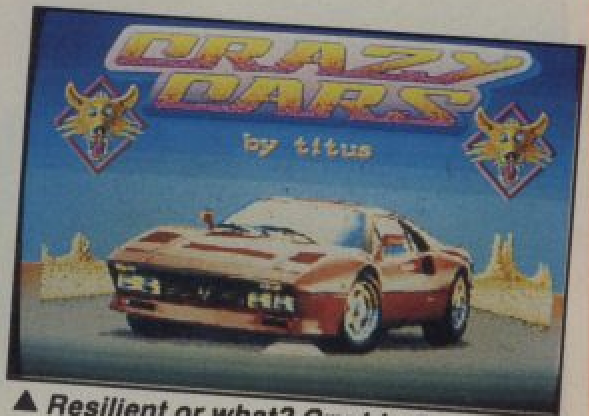
		GAME	COMPANY
1	(-)	PAPERBOY	ENCORE
2	(4)	BATMAN-MOVIE	OCEAN
3	(-)	MANSELL'S GP	MARTECH
4	(1)	CRAZY CARS	HIT SQUAD
5	(-)	STRIDER	US GOLD
6	(-)	BARBARIAN	KIXX
7	(3)	ROBOCOP	OCEAN
8	(-)	SHORT CIRCUIT	HIT SQUAD
9	(-)	ALTERED BEAST	ACTVISION
10	(-)	GHOSTS /GOBLINS	ENCORE
11	(-)	POWER DRIFT	ACTIVISIO
12	(19)	TOP GUN	HIT SQUA
13	(-)	CONT CIRCUS	VIRGIN
14	(-)	WIZBALL	HIT SQUA
15	(11)	MiG 29	CODE MAS
16	(-)	COBRA	HIT SQUAD
17	(2)	INDIANA JONES	US GOLD
18	(-)	CABAL	OCEAN
19	(-)	BATMAN 3D	HIT SQUAD
20	(-)	RAMPAGE	HIT SQUAD

At last Crazy Cars gets shunted off the top spot - by an only slightly more deserving title. Batman makes an instant impact, as

ATS TOP 20

ANY	SPEC	AMS	C64	ST	AM
RE	●	●	●	-	-
N	●	●	●	●	●
ECH	●	●	●	●	●
UAD	●	●	●	●	●
LD	●	●	●	●	●
	●	●	●	-	-
N	●	●	●	●	●
UAD	●	●	●	-	-
SION	●	●	●	●	●
RE	●	●	●	-	-
SION	●	●	●	●	●
UAD	●	●	●	-	-
[illegible]	●	●	●	●	●
UAD	●	●	●	●	●
MASTERS	●	●	●	-	-
UAD	●	●	●	-	-
LD	●	●	●	●	●
N	●	●	●	●	●
UAD	●	●	●	-	-
UAD	●	●	●	●	-

everyone expected and in fact the only real surprise is that after a month at the number nine position Xenon II has dropped out of the chart to number 22!



▲ *Resilient or what? Cruddy Crazy Cars - still up there.*


▲ *Powerdrift zooms into the chart in high gear.*


▲ *Kapow! Biff! Batman knocks the opposition senseless!*


▲ *Another rerelease Rampages around the chart's bottom.*

THE C+VG CHARTS

C64 TOP 20

1	(-)	Paperboy	Encore	52%
2	(3)	Batman	Ocean	92%
3	(1)	Crazy Cars	Hit Squad	55%
4	(-)	Ghosts 'n' Goblins	Encore	90%
5	(-)	Cabal	Ocean	82%
6	(-)	Barbarian	Kixx	80%
7	(-)	Wizball	Hit Squad	92%
8	(-)	Power Drift	Activision	59%
9	(-)	Cobra	Hit Squad	38%
10	(17)	Top Gun	Hit Squad	29%
11	(-)	Strider	US Gold	85%
12	(5)	Robocop	Ocean	84%
13	(2)	Pitstop II	Kixx	85%
14	(-)	Rally Cross	Code Mstrs	78%
15	(-)	Postman Pat	Alternative	70%
16	(-)	Tusker	System 3	85%
17	(4)	Indiana Jones	US Gold	80%
18	(-)	Shinobi	Virgin	80%
19	(-)	Altered Beast	Activision	73%
20	(-)	Mansell's GP	Alternative	71%

The rerelease season is officially open, which means it's all change in the C64 chart this month. The Christmas licenses also make an impact, but cheesy old Paperboy rides over them all to the top.

PG'S TIPS

STUNT CAR RACER: Just as good on the 64 as it is on the 16 bits - a major contribution to road unsafety.

MYTH: Great graphics make this arcade adventure something really special.

THALAMUS - THE HITS: Compilations are gonna be big over Christmas, and this is the best one for the '64. Six stunning games for only 12.99

OUTSIDE BET

THE UNTOUCHABLES: Excellent seven-part interpretation of the movie - a bit late in the day, though.

SPECTRUM TOP 20

1	(-)	Paperboy	Encore	83%
2	(1)	Batman	Ocean	92%
3	(2)	Crazy Cars	Hit Squad	60%
4	(-)	Mansell's GP	Alternative	75%
5	(-)	Short Circuit	Hit Squad	64%
6	(-)	Barbarian	Kixx	82%
7	(10)	MiG 29	Code Mstrs	35%
8	(-)	GB Super League	Cult	77%
9	(-)	Soccer 7	Cult	75%
10	(-)	Internat'nal Football	Cult	73%
11	(4)	T I Dizzy	Code Mstrs	75%
12	(-)	Top Gun	Hit Squad	83%
13	(-)	Ghosts 'n' Goblins	Encore	88%
14	(7)	Robocop	Ocean	87%
15	(-)	Altered Beast	Activision	73%
16	(9)	Scooby Doo	Encore	75%
17	(6)	Enduro Racer	Hit Squad	84%
18	(17)	Batman 3D	Hit Squad	86%
19	(-)	Op Gunship	Code Mstrs	74%
20	(-)	Rampage	Encore	71%

Half the games in last month's chart have been replaced by budget and rerelease titles. Quite a surprise to see footysimsters Cult taking three top ten positions after months of obscurity.

PG'S TIPS

DOUBLE DRAGON 2: OK translation of the cult arcade beat 'em up around - bound to sell on its coin-op reputation.

GHOULS 'N' GHOSTS: The cult arcade game comes to your humble ol' Speccy in fine style.

TURBO OUTRUN: Conversion of Sega's updated racer looks set to repeat the success of it's mega-smash predecessor in '87.

OUTSIDE BET

HARD DRIVIN': Great conversion of Atari's arcade stunt car sim. Not as high-profile as Outrun, but deserves to do well.

THE C+VG STAFF'S CURRENT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS (MEGADRIVE), STUN RUNNER (ARCADES), INDY ADVENTURE (PC), DORAEMON, EARTHSHAKER (PIN TABLE)

PAUL GLANCEY: BALLOON FIGHT (NINTENDO), SUPER MARIO BROTHERS III (NINTENDO), DORAEMON (PC ENGINE), INTERPHASE (ST), CHAOS STRIKES BACK (ST)

PAUL RAND: SUPER MARIO BROTHERS III (NINTENDO), SIM CITY (AMIGA), SUPER MARIO BROTHERS III (AGAIN!), HYPERFORCE (ST)



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SPORTING TRIANGLES

BY CDS



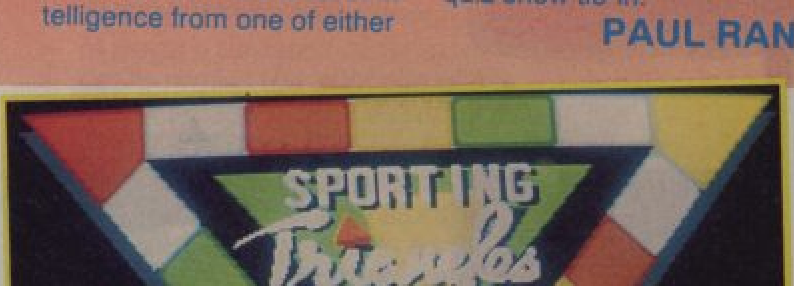


Christmas comes but once a year, and with it a horde of computer trivia games to keep the kids (and the parents, usually!) amused after the turkey has been scoffed, the presents have become boring and the BBC1 showing of Only Fools And Horses has finished.

Sporting Triangles is one such game. Based on the ITV quiz show hosted by smooth 'n' slimy Nick Owen, the idea is to correctly answer your way through seven rounds of frustrating sports trivia. Each of the three players (computer players are added if there are less than three players) must first choose a specialised subject from the twelve available, ranging from horse racing to ball-sports. Should computer players be taking part in the quiz, the player is free to select the machine's level of intelligence from one of either Perfect, Good or Average. The time allocated to the answering of each question can also be preset here, and anything from between one second and unlimited time is allowed.

Sporting Triangles is fast paced and, even though the questions themselves are obviously intended for sport fans only, the answer selection system gives lots of scope to cheat (I did - I still lost though!). Sporting Triangles is a game which won't appeal to many people because of the subject matter, but if you're one of those types who watches every footy match, snooker tournament and athletics meeting on the telly, as well as some of the more obscure sports on Channel 4 late at night, oodles of pleasure can be gleaned from this accurate quiz show tie-in.

PAUL RAND



▲ Lucky old Craig rolls a six.

UPDATE

C64 and ST versions are also available, and both are as good as the other versions.

AMIGA £24.99

GRAPHICS	81%
SOUND	84%
VALUE	86%
PLAYABILITY	85%

Strictly for fans of the series and of sport generally. If you are one of these people, get your hands on Sporting Triangles, one of the most playable quiz games since Trivial Pursuit.

OVERALL 83%

SPEC £9.99

As playable as the Amiga version, although loading time is a bit of a bugbear. Graphics have transferred well, pictorial clues being easily recognisable. A playable sports trivia game but only recommended to ardent sports freaks.

OVERALL 82%

AMSTRAD £9.99

Practically a spitting image of the Spectrum conversion, boasting all of the good points of the other two.

OVERALL 82%

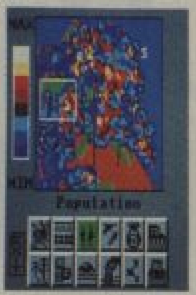


© IMAGE BANK, Anne MARTENS.

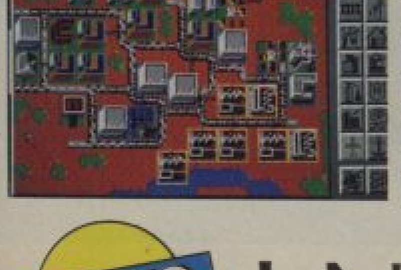
RIO DE JANEIRO 2019.

On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"
Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.





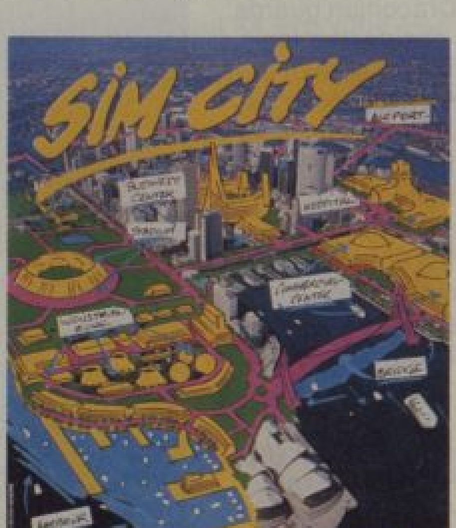
Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real



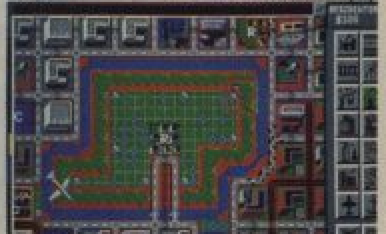


SIM CITY

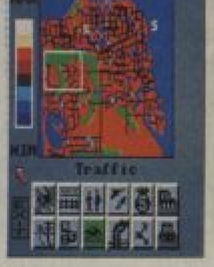
What you should know about the game of the year.

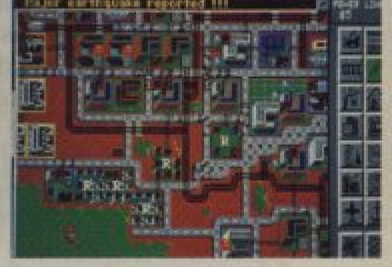






time. Every decision instantly influences the life of your town.
In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.





Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

MAXIS INFOGRAMES

Three hundred years have passed since the Cataclysm when the gods wreaked havoc across the land of Krynn, their purpose to rid the land of all evil. They failed, and those mortals who lost everything in the onslaught turned to Takhisis, Queen of Darkness, for protection and revenge.

Reuniting the dragons which have laid dormant for centuries, the Queen and her army of Draconians sought to overthrow Krynn and the gods. With the news that the long-lost Disks of Mishakal have been found, Takhisis'



▲ "Ha! Found you shorty! Now you're it!"

DRAGONS OF FLA

only hope is to keep control of Wyrmslayer, the symbol of the gods, and diminish even more the belief in the Immortals.

Standing between the Queen and total dominance of Krynn are the Companions of The Lance, a band of adventurers whose numbers include Goldmoon, first of a new breed of true clerics and keeper of the Disks Of Mishakal. Freed from captivity by the forest elves, they have been assigned the task of breaching the defences of Takhisis' fortress, Pax Tharkas, freeing the princess Laurana in whose possession lies Wyrmslayer, and liberating the slaves entrapped in the castle. Doing so means revival of the gods and defeat of the Queen and her minions. You control the Companions in a sprawling computer RPG set across the land of Krynn, made up of mountains, forests, rolling grassland and, of course,

BY US GOLD/SSI

Pax Tharkas.

At the beginning of the adventure, the castle lies to the south, across a seemingly impassable mountainous area. Collecting the many helpful items along the way, you must find the characters able to assist you in "storming the battlements". As well as the many NPC's (Non-Player Characters), you encounter patrolling Draconian guards. When this occurs, the main Wilderness map screen switches to a horizontally-scrolling action view, in which all interaction, be it picking up objects, talking to characters or fighting monsters, takes place. At first you control the eight Companions of The Lance, each with their own strengths and weaknesses, with the option of adding to your band along the way. Some of your party are capable of producing magic using their energy-draining





but very powerful ancient artifacts, the array of available spells including fireballs, healing and even resurrection, should any of your characters die during combat. Once inside Pax Tharkas, the battle is on to find Laurana and Wyrmslayer and free the slaves. Caution is recommended however, as the fortress is a dangerous place with warriors, traps and two enormous red dragons waiting to meet you, greet you and eat you.

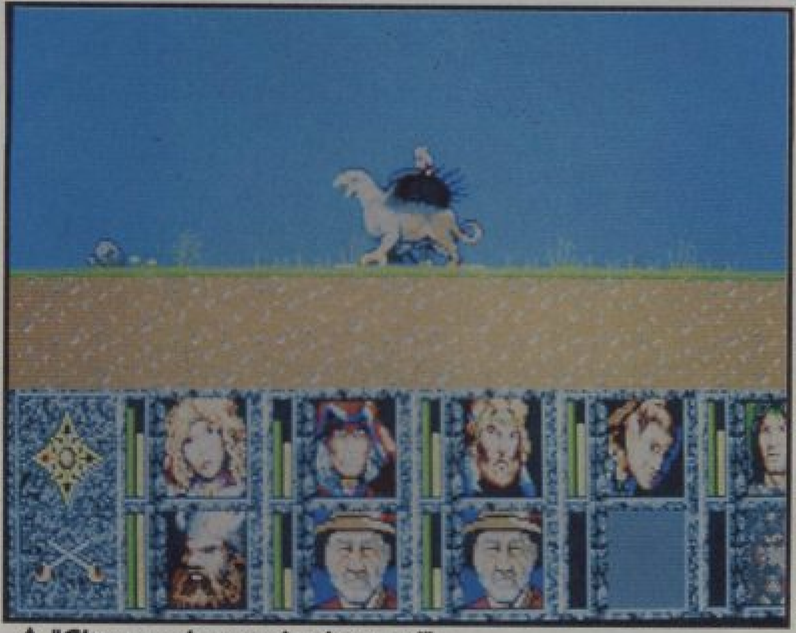
Although I have been generally impressed by the standard of all the Advanced Dungeons and Dragons games, Dragons Of Flame must rank as the best of the series - an action adventure in every sense of the phrase. The amount of powers which your characters possess is stunning, with a huge range of spells at the disposal of your magic-user and cleric, as well as a host of more powerful weapons, armour and magic items to help the more conventional fighters. The Wilderness map screen works well, allowing swift access through the land of Krynn, and the interaction screen is a marvellous idea, as well as being inhabited by some charming graphics. Your characters, and the friends (or foes) which they meet are all more than adequately detailed and animated, and it's also possible to use this graphically more impressive view as opposed to the flat, though still excellent map (although this is not recommended as it is very easy to get lost!).

The amount of thought put into the design of Dragons Of Flame is apparent the moment you begin your quest; and it is a large, mentally taxing adventure, so regular use of the thoughtfully-included save option is advisable. Ultra hard-line shoot 'em up fans may as well forget Dragons Of Flame and go and play the latest arcade blaster, but for everyone else who could do with a bit of a point to their gaming, as well as a first class look at how the computer RPG world is faring, Dragons Of Flame is a game which you should seriously consider buying.

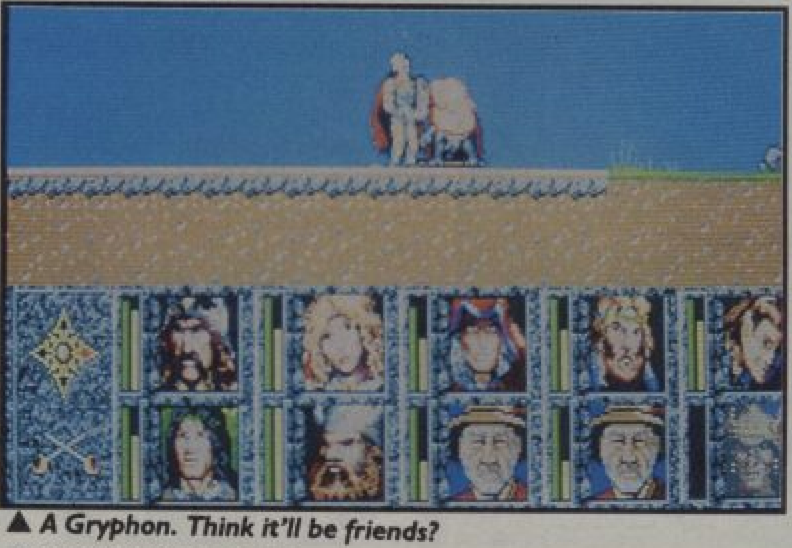
PAUL RAND

S

AME

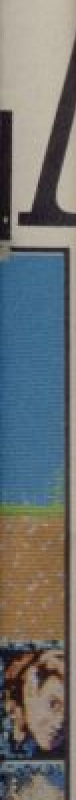


▲ *"Chew on that, scaley-bottom!"*



▲ *A Gryphon. Think it'll be friends?*





UPDATE

Sadly, due to memory restrictions, no C64, Spectrum or Amstrad conversions are planned.

C+VG HIT!

AMIGA	£24.99
GRAPHICS	77%
SOUND	67%
VALUE	88%
PLAYABILITY	86%

The Dragonlance saga continues in digital form with a top-class action/RPG, the emphasis being placed firmly on the action side of things. Dragons Of Flame is an extremely fine piece which offers many months of rewarding and highly enjoyable entertainment.

OVERALL 85%

PC £24.99

Again, only slight colour changes and the obvious drop in sound quality distinguish the PC game from the other 16 bit versions. Smashing RPG fun 'n' frolics.

OVERALL 85%

ST £24.99

The only differences between this and the Amiga version are cosmetic, and even those are negligible. A computer RPG highly deserving of attention.

OVERALL 85%

"THE ULTIMATE DRIVING EXPERIENCE"
C & VG



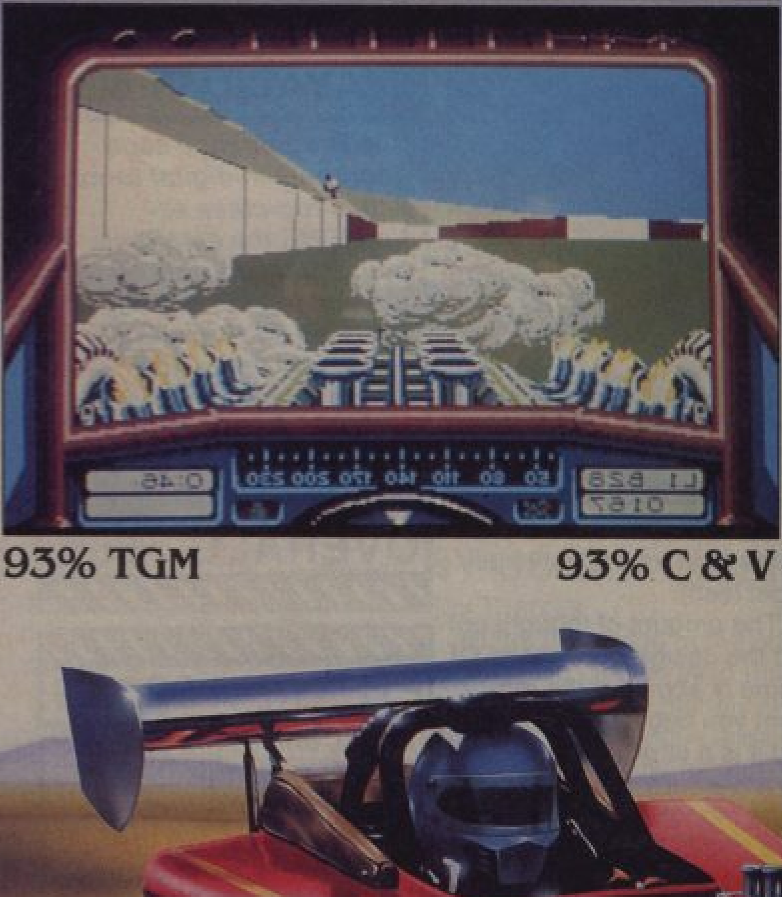
STUNT CAR RACER

"The tracks are superbly designed starting with a fairly straightforward but lumpy oval and progressing to such delights complete with massive (& I mean MASSIVE) jump & roller coaster track which has enough hills to turn the stomach of the hardest drivers." – C & VG

"Quite simply Stunt Car is the best racing game yet seen on a home computer – check it out." – C & VG

"Stunt Car is utterly brilliant and offers adrenaline pumping gut wrenching high speed action that will keep you engrossed for months – C & VG

"An action packed game that had us on the edge of our seats." – TGM



93% TGM

93% C & V

RVF

The motor bike simulator of the Honda 750 RVF. Race on Clubman and world famous tracks.

"A near perfect blend of simulation & action" – ACE

"Amazing graphics" – CU

"If this, as MicroProse maintain is the shape of the Amiga games to come then everybody should buy an Amiga now" – CU





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REVIEW

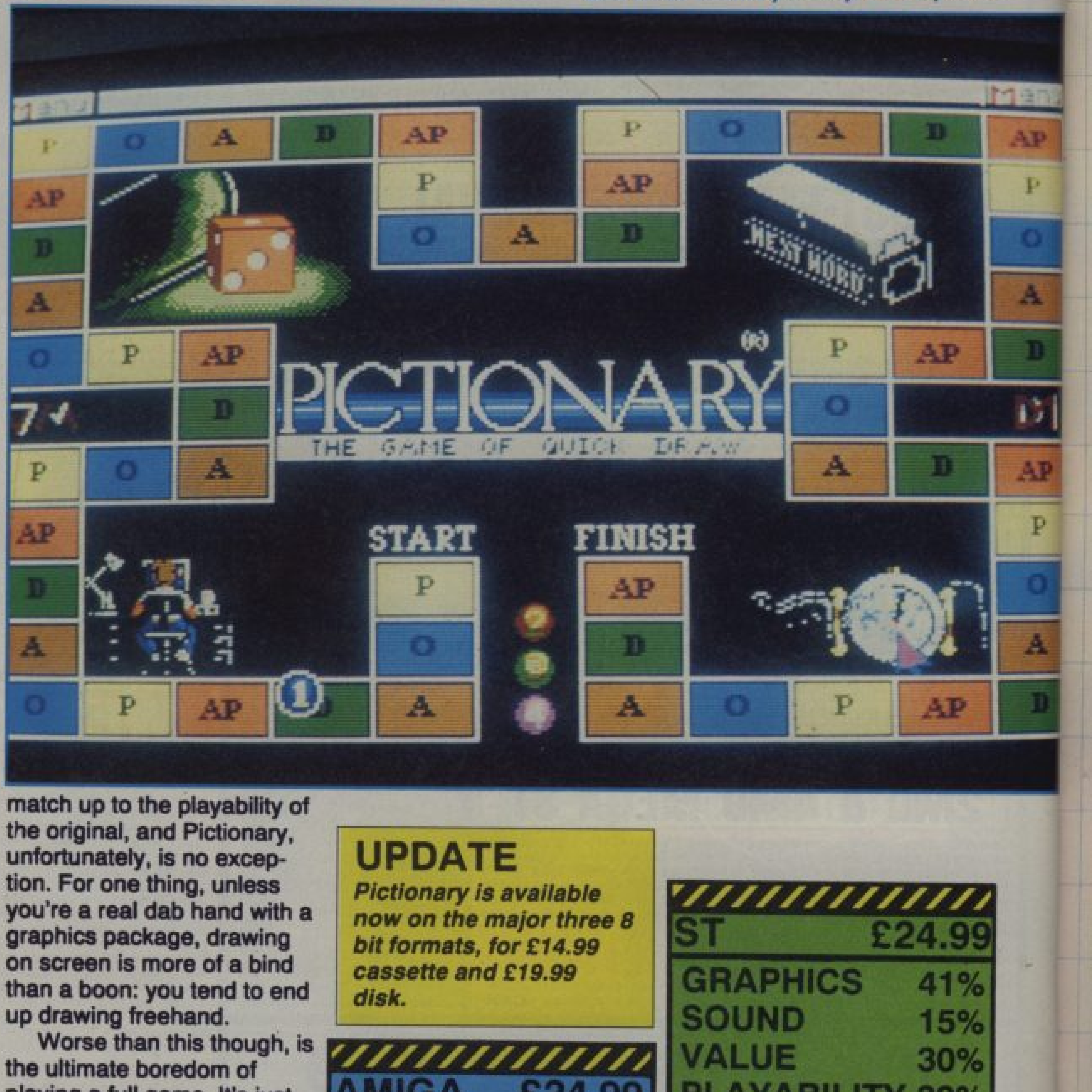
▶ ST AMIGA

PICTIONARY

BY DOMARK



▲ *A three minute panda-pic is no picnic.*



The original Pictionary is really just a souped-up version of a party-game people have played for years, with nothing more elaborate than a pencil and a piece of paper. Yesterday the board-game, today the computer game.

The basic idea is this: one member of a team of players (the picturist) is told to select a word from a word-card which they then have to draw on screen. If the rest of the team manages to guess what it is, they get to throw the dice and advance the team counter around the board. If they don't, you stay where you are, and serve you right for having no artistic skills. Between two and four teams can take part and whoever makes it to the finish first is the winner.

The drawing area works a bit like a mini graphics package with icons for drawing straight and curved lines, squares, circles and boxes, all arranged around the screen. If you want, you can even jazz up your basic drawing with colours, different patterns and broken lines. An extensive options menu lets you alter the time limit, rename your teams and save piccies you're really proud of. Anyone worried about their pixel power can even practice drawing.

If after that you still can't draw to save your life, don't despair. An alternative game for up to four players lets you take turns guessing what masterpieces the computer has produced. If you're on your own, this is the only way to play a solo game.

Whether you'll want to is another thing. Most computerised board-games don't match up to the playability of the original, and Pictionary, unfortunately, is no exception. For one thing, unless you're a real dab hand with a graphics package, drawing on screen is more of a bind than a boon: you tend to end up drawing freehand.

Worse than this though, is the ultimate boredom of playing a full game. It's just not enough fun to keep guessing what someone else has drawn or struggling to draw such abstract concepts as "parole" for more than a couple of games. It shouldn't be top of your Christmas pressie list this year, especially at the price.

GORDON HOUGHTON

UPDATE

Pictionary is available now on the major three 8 bit formats, for £14.99 cassette and £19.99 disk.

AMIGA £24.99

The same as the ST version in every respect, except the computer's slightly quicker to draw piccies and the music is more annoying. Buy the board game - it's much more fun.

OVERALL 38%

ST £24.99

GRAPHICS	41%
SOUND	15%
VALUE	30%
PLAYABILITY	39%

Dire, monotonous sound effects and purely functional graphic presentation wouldn't matter if the game was addictive. It isn't, unless drawing pictures is your only aim in life.

OVERALL 38%

BUDGET

FIST II
MASTERTRONIC

The legend continues! This time around, our ancient Oriental chum finds himself taking on the might of the evil Warlord and his henchmen. In this four-way scrolling arcade adventure cum beat 'em up, you must journey through a mystical land, accquiring the skills necessary to finish the devilish deeds of your foe.

The original producers of this sequel to the game which started the karate bandwagon rolling in the guise of Way Of The Exploding Fist took the logical step forward and introduced a quest into the proceedings as well as hanging onto the (then) highly successful karate fighting format, introducing lots of never-before-seen baddies in the process. Although beat 'em ups such as Fist, etc are rather stale these days, and despite the fact that Fist II is displaying more than a few laughter lines after three and a half years, the game is well worth the asking price, two totally different genres merging nicely to form a challenging and enjoyable game.

SPEC £2.99

The quest is the same as the C64 version, and although the graphics are monochromatic they're better defined.

OVERALL 85%

C64 £2.99

Although showing its age, Fist II is an enjoyable beat 'em up containing weighty adventure overtones, resulting in a more satisfying challenge than its predecessor.

OVERALL 81%



KELLY X
16-BLITZ

As Kelly X, you must make a bit of dosh for yourself as a galactic bin-man, blowing away scores of radioactive canisters, as well as the rogue dumpers who insist on dispersing the stuff in your quadrant.

Viewed in first-person perspective 3D, it's blasters ahoy as you take on the 3D filled vector graphic litter louts, dodging debris and laser fire as you go. Although it's graphically above average, Kelly X lacks any long-term addictive qualities due to its incredibly repetitive gameplay.

AMIGA £4.99

A mediocre 3D shoot 'em up, lacking any lasting interest due to a mixture of poor presentation and tedious gameplay.

OVERALL 41%



ROAD WARS
16-BLITZ

Now what could be a more pleasureable experience than rolling your balls down a long alleyway? That's the object of Road Wars, Mastertronic's re-release of the Melbourne House arcade conversion. One or two players take their metallic spheroids for the ride of their lives down a seemingly endless road, shooting at or avoiding the likes of landmines, energy walls, rogue

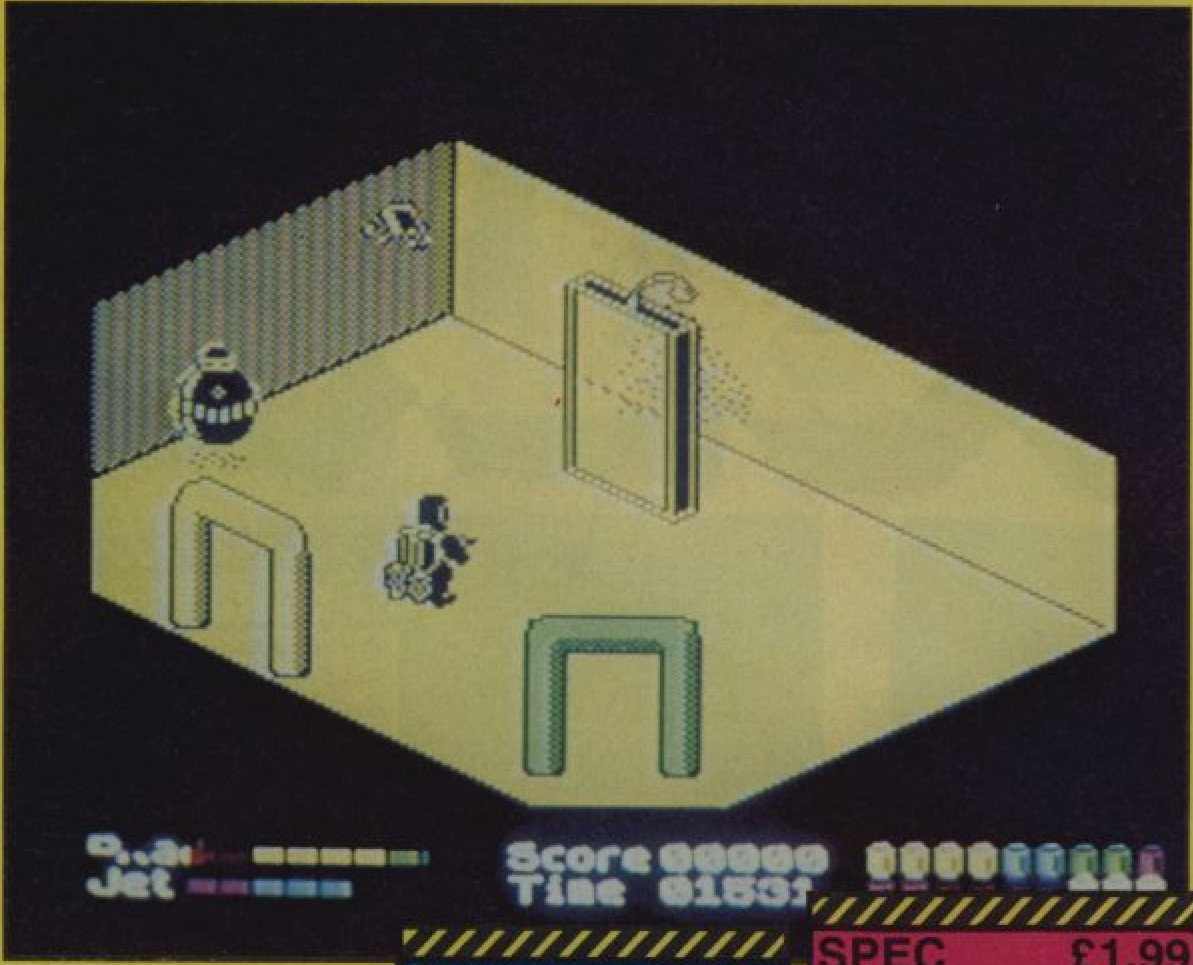


CHAIN REACTION
ENCORE

This budget re-release, originally from Durell, has nothing whatsoever in common with the vomit-inducing Diana Ross ditty of the same name. Well, perhaps it does. They're both dire.

Some Green Party member has gone and dumped eighteen radioactive canisters throughout a seven-storey nuclear treatment plant, endangering the lives of all the staff who work there. Not very environmentally friendly, wouldn't you agree? What's more is you have 30 minutes in which to collect the canisters, make them safe and

Some Green Party member has gone and dumped eighteen radioactive canisters throughout a seven-storey nuclear treatment plant, endangering the lives of all the staff who work there. Not very environmentally friendly, wouldn't you agree? What's more is you have 30 minutes in which to collect the canisters, make them safe and combat the robot security system which has, purely by chance, gone haywire.



Chain Reaction is a particularly awful piece of software. Pathetic, chunky sprites, gaudy colour and a lack of anything to do other than collect the canisters results in a game best buried in concrete tomb for the next 10,000 years.

C64 £1.99

Awful colour, ineffective 3D and dull gameplay make Chain Reaction one to miss.

OVERALL 32%

SPEC £1.99

Mainly monochrome, with just a hint of conservatively-placed colour. The game is still a pile of old waste matter, though.

OVERALL 38%

satellites and, of course, the opposing player.

We thought Road Wars was rubbish when it was first released, and even at its new "giveaway" price tag the same feelings apply. The graphics look good, especially the digitised planet at the top of the playing area, but play itself reveals nothing more than completely pointless tedium.

ST £4.99

It looks good, it sounds good, but it plays very badly indeed with the end result that the game lacks any addictive qualities whatsoever.

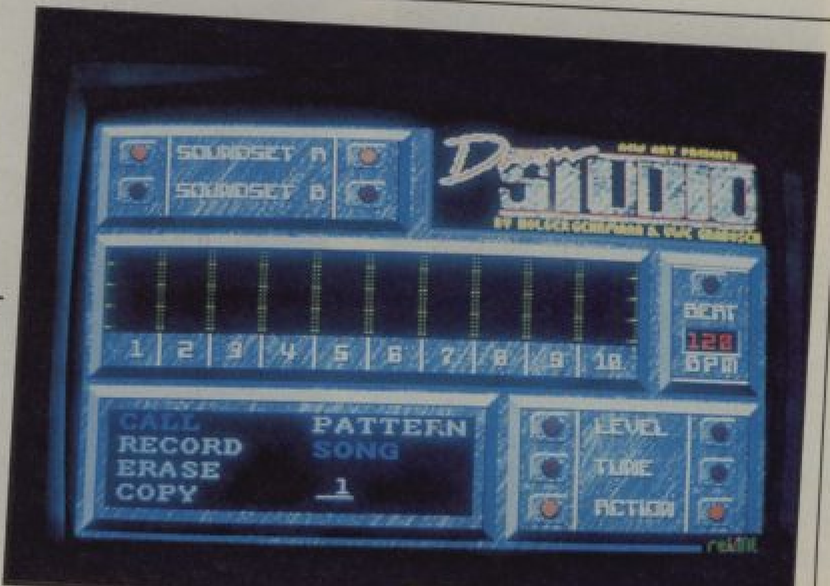
OVERALL 28%

DRUM STUDIO
SMASH 16

Ever fancied yourself as a top drummer, but can't afford the hundreds of pounds which most decent drumkits cost? There is a cheaper solution, in the form of Drum Studio, rereleased at £4.99 from Smash 16.

Twenty percussion sounds are stored in the program, accessed by pressing the function keys. As only ten such keys are present, the sounds are held in two banks of ten, switchable by the press of a button. A recording facility is included to let you write your masterpiece and save it to disk, while pressing the space bar reveals a demo song to give you an idea of the capabilites of the utility.

Drum Studio can't be regarded as a serious help to the home musician. The sampled sounds are a little scratchy and there is no option for mouse control (only keys are used). Still, at £4.99 budding Stock, Aitken and Watermen can't complain. It's a fun little package which should at least annoy the hell out of mum and dad, and that's what drumming is all about, isn't it?



AMIGA £4.99

Want to produce the next No.1? It's doubtful you'll do it with Drum Studio, but you'll have a lot of fun trying!

OVERALL 66%

BUDGET

LOST CAVES
PLAYERS PREMIER

You're lost in a treacherous underground cave system and, seeing as the Thunderbirds are busy starring in a game of their own, it looks as though you're gonna have to find your own way out.

If you think that's easy, think again. Before the exit to each of the sixteen caves unlock, ten diamonds must be collected. And out to stop you is a gang of Nomad guardians, baying for blood and not happy at you being there.

Lost Caves is a straightforward Boulderdash clone, nothing more, nothing less. Games such as this used to be classic budget fodder but, with the much more playable Boulderdash I and II both available at the same price as this, you're better off going for the originals.



AMSTRAD £2.99

Sub-standard Boulderdash clone which lacks any improvements over earlier, better attempts at this game style.

OVERALL 42%

JOE BLADE II
SMASH 16

It's now 1995, the year which some weird old bag foresaw the end of the world - and it looks as though she could be right! Gangs of vicious hoodlums are terrorising the public, so Joe has been drafted in to sort 'em out.

Disposing of your prey requires a swift jump-kick to the face, picking up the points bonuses left behind. Also found walking around are spies, who are wired up to explosive devices. Tackling these opens up one of the sub-games included, which consist of sorting out a number of strange symbols into their correct order.

Joe Blade II is a bit of a letdown after the first game, play being a bit too similar to the prequel. That said, there are big graphical improvements this time around, with sprites and backdrops looking almost like cartoons. If you enjoyed the Joe Blade and are looking for more of the same, get your hands on this toute-de-suite. And everyone else, you get it too.

ST £4.99

Perhaps too similar to the prequel, Joe Blade II nevertheless contains all the addictive qualites of the previous game with generally better graphics to boot.

OVERALL 84%



JOE BLADE
SMASH 16

Joe's been sent to infiltrate an enemy POW camp and repatriate the hostages held there. To do so, he must make use of everything he finds, be they keys, extra ammo for his single shot gun, food and even enemy uniforms to disguise himself with.

This horizontal scroller is as good now as it was when it was first released - its new price makes it a stunna.

ST £4.99

An enjoyable arcade collect 'em up well suited to this new budget range.

OVERALL 90%



SPEEDBOAT ASSASSIN
16-BLITZ

ST	£4.99
A very naff Roadblasters-type game based on water. It looks colourful, but the 3D doesn't work very well and the gameplay is very poor indeed.	
OVERALL	**33%**

Take to the water in an ultra-powered speedboat and, with the assistance of an allied cargo chopper, regain control of four of the world's busiest ports. Every thirty seconds or so, the 'copter attempts to dock with you, passing on more powerful weapons with successful docking. At the end of each level is an enormous tanker which, after many direct hits, explodes, allowing you to go on to the next harbour.

Poor Mastertronic. They started the craze for £4.99 budget 16 bit software yet they are the ones who are churning out the most abysmal stuff. Speedboat Assassin is, I'm afraid, one such example of dross. Much of the game can be completed by simply travelling along one straight line, but when it's time to dock with the helicopter there's a whacking great mine in front of you, just itching to blow you to kingdom come. Graphics are awful - the boat looks ready to take off when you open the throttle - and objects look like they're going backwards when you're at top speed. Speedboat Assassin is an extremely poor attempt at a Roadblasters/Live And Let Die type game which isn't even worth its miniscule price tag.





THANATOS
ENCORE

Thanatos is a hefty green dragon who likes nothing more than rescuing damsels in distress and toasting whole armies along the way. And what luck! For, far across the land is a fair maiden in need of assistance, and there's a whole legion of soldiers guarding her.

Using large dragon sprites throughout the game, Thanatos is impressive. The pesky humans pale in comparison to the flying lizards, being only little white stick men, but they're animated well enough. Play itself is rather samey, but if you fancy the idea of taking on the guise of a mythological creature, battling against the odds on a mission of mercy, you could do worse than shell out a couple of quid for this.

SPEC	£1.99
The huge dragon sprite somewhat overshadows the quite repetitive blasting action, which will appeal to most for a week or so.	
OVERALL	**69%**

AMSTRAD	£2.99
Again, slower than Speccy Thanatos, but the same rootin' tootin' fire-breathin' rigmarole.	
OVERALL	**67%**

C64	£1.99
Apart from slower speed of play, the game is exactly the same as the Spectrum version, and similar comments apply.	
OVERALL	**68%**

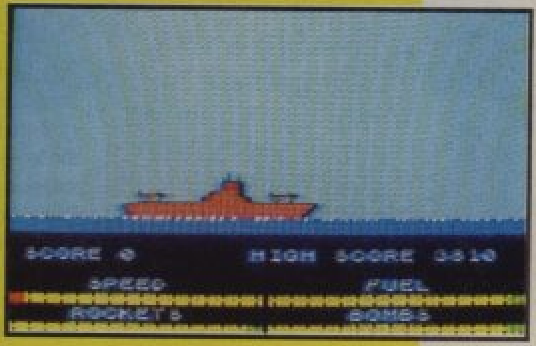
HARRIER ATTACK
ENCORE

This is more than slightly past its sell-by date, isn't it? Well over five years ago, Harrier Attack burst onto Spectrum screens across the nation and met with howls of adulation. As pilot of a Harrier jump jet, the player must run the gauntlet of a barrage of enemy gunfire from land, sea and air, to reach the friendly aircraft carrier on the other side of the country.

C64	£2.99
A complete and utter pile of tosh. Horrible, garish colours, juddery scrolling and ghastly gameplay combine to produce a game guaranteed to leave both you and your C64 feeling very ill indeed.	
OVERALL	**19%**

SPEC	£2.99
This crumbly old title has aged badly. Its simplistic gameplay, utterly dire graphics and appalling sound effects make it one to avoid at all costs.	
OVERALL	**26%**

What made Harrier Attack so successful in its day was its deceptively simple gameplay, plus the fact that there weren't that many games around at the time. Fortunately, time waits for no tin of peas, and looking at the game in 1989 it's very disappointing. Awful, juddery scrolling, titchy user-defined graphics, dodgy sound effects and lousy playability may have been acceptable back in the early eighties, but now? Take it away, please.



1 BATMAN

Batman – The Movie
from Ocean



Taken from the brilliant block-buster movie. Prowl the streets of Gotham City in your Batmobile. Come face to face with the dreaded Joker at the Axis Chemical Factory. Analyse the Joker's Nerve Gas in the Batcave and then prepare yourself for the final fight to the death in the cathedral.

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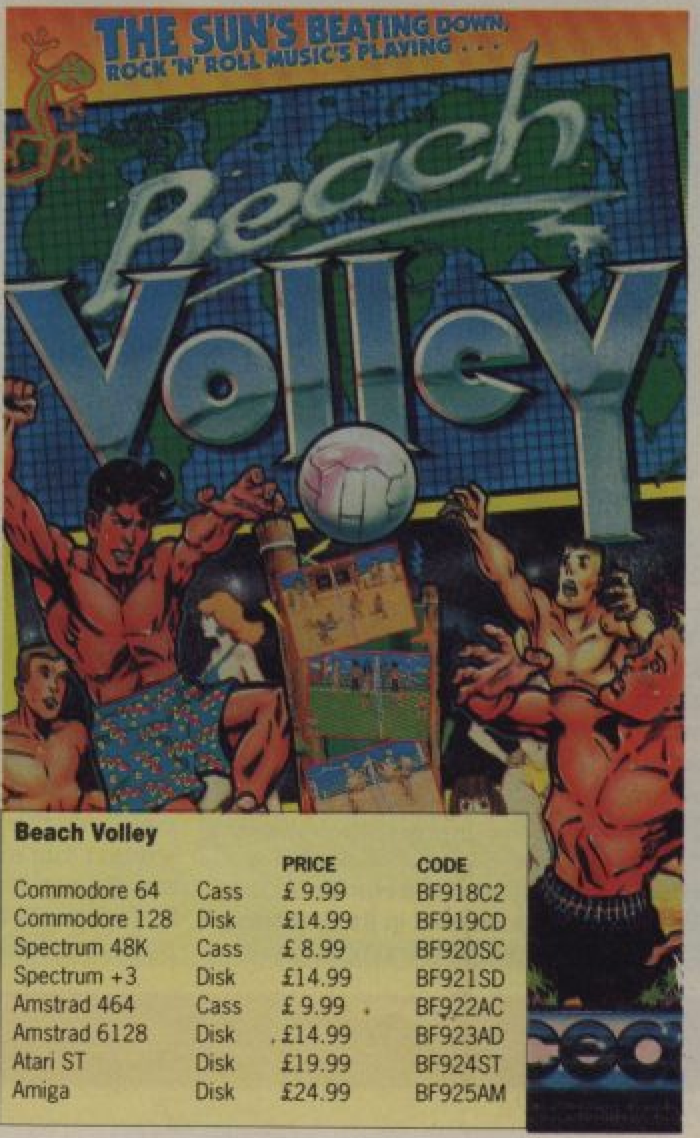
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2

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Amiga Format



Strider

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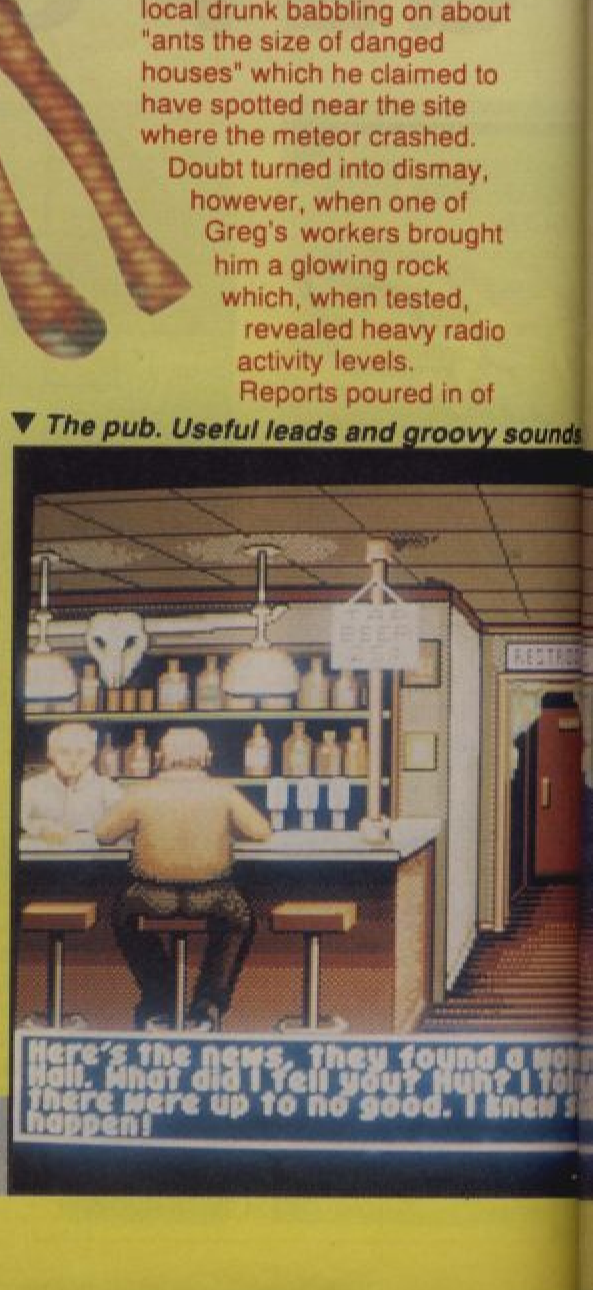
Everyone's flocking to the usually quiet 50's desert town of Lizard Breath, California. A meteor has landed nearby and some of America's most renowned and respected geologists have congregated in the hope of discovering its extra-terrestrial secrets.

Greg Bradley is one of those docs. He's not unknown to the townsfolk; in fact, his girlfriend Dusty works for the local radio station, KBUG. He too came here to look at the rocks, that is until stories began spreading throughout the community. They started with the local drunk babbling on about "ants the size of danged houses" which he claimed to have spotted near the site where the meteor crashed.

Doubt turned into dismay, however, when one of Greg's workers brought him a glowing rock which, when tested, revealed heavy radio activity levels.

Reports poured in of

▼ *The pub. Useful leads and groovy sounds*



THE DESERT

badly mutilated cattle and unusual tracks in the soil, as well as ever-increasing sightings of giant insects. The community is worried; worse still, they're relying on Greg to rid their town of the six-legged terrors!

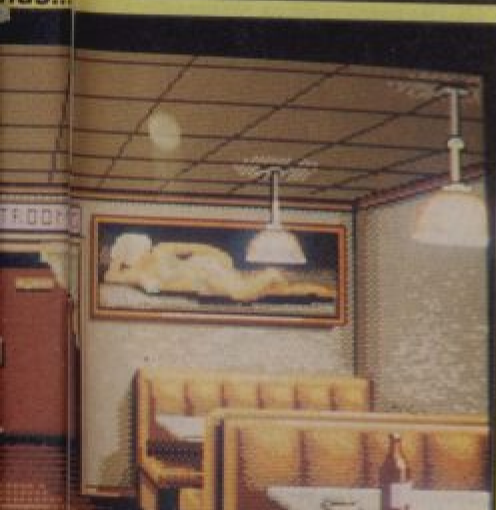
It Came From The Desert is the fifth Interactive Movie from Cinemaware, and continues the theme of classic films with an interpretation of the Big Bug genre of low-budget productions, the most famous of all being Them!.

The player is cast as Dr Bradley, whose unenviable job is to rid Lizard Breath of the threat posed by the giant ants. As with the other titles in the series, It Came From The Desert relies on a balanced mixture of strategy and arcade play to convey the events. The battle begins on June 1st, with only two weeks to go before the ants multiply at such a rate that they overrun the town and rampage across the entire US of A.

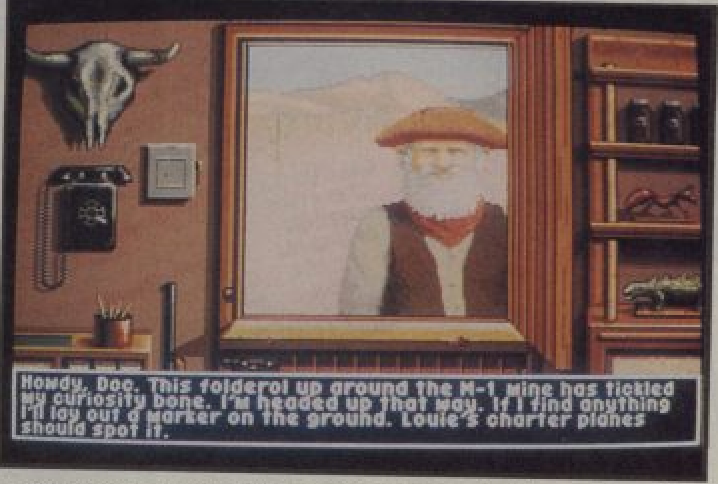
▼ *Recovering in the formic acid casualty ward.*



nds...



The first problem for Bradley is to get the doubting mayor to actually believe the rumours of the enormous insects by collecting four pieces of conclusive evidence in the form of rock samples, tape recordings, creature fluids and body parts. Once the existence of the ants has been established, the task of discovering the whereabouts of the queen ant, which is churning out children at a frightening rate, must be tackled. By listening to local gossip (some of which is rumour, some of which is plain lies), interrogating townsfolk who claim to have come face-to-face with the creatures and studying attack sites, an idea as to the location of the queen's nest can be formed, allowing Bradley to tackle her and save Lizard Breath.



▲ *The old timer suggests a new approach - from the air!*

In the meantime, the worker ants attack the town - you must combat them using the resources made available to you by the mayor, once he is convinced of the peril. The army, police force and townsfolk are at your disposal, groups of which can be deployed to areas of insect infestation. As well as humans, tanks and planes are available can also be commandeered to assist in ant annihilation. And if you think that there's quite enough to attend to already, Bradley must also contend with the panic-stricken inhabitants of Lizard Breath, who aren't averse to a spot of knife-fighting and dangerous driving!

In the past, each Cinemaware game has been more enjoyable than the last (with the possible exception of SDI), and It Came From The Desert keeps with the tradition. Stored on three disks, and requiring at least a megabyte of memory, it's a large, very involved computer movie that's packed with the sort of aesthetic excellence which makes Cinemaware's titles stand out from the pack. Beginning with a sampled vocal introduction lasting around twenty seconds, the game bridges the gap between arcade action and strategic planning more successfully than any of its predecessors, requiring hard detective work and military style battle planning, not to mention a mean joystick arm when you stumble across one of the half-dozen or so action scenes. It's tough and challenging, and it'll certainly take plenty of time before you manage to defeat the army of gi-ants!

It Came From the Desert is one of the best games yet seen on the Amiga. If you haven't got a 1-meg upgrade for your machine, here's a perfect excuse to go out and buy one. If you have, don't miss this under any circumstances.

PAUL RAND

UPDATE

Judging by the time taken to convert previous Cinemaware titles to other machines, It Came From The Desert looks unlikely to appear on the ST and C64 before this time next year, if at all. A PC version should be with us sometime in the near(ish) future, though.

AMIGA	£29.99
GRAPHICS	95%
SOUND	93%
VALUE	91%
PLAYABILITY	94%

Superb graphics, sound and gameplay are all part and parcel of this stunning Cinemaware masterpiece. Don't miss it.

OVERALL	95%

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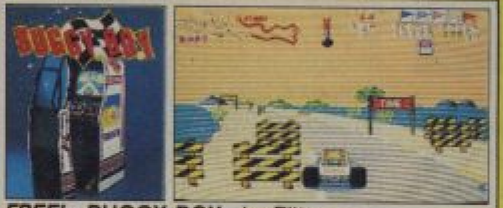
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DARIUS PLUS

BY THE EDGE

Taito's three-screens-of-excitement coin-op was never a big hit in the arcades, partly because not many arcade owners could afford such a gigantic cabinet, but mainly because it just wasn't anything special in sideways-scrolling shoot 'em up terms.

Luckily for The Edge, the Amiga blaster market is rather less competitive than the coin-op blaster market, so anything with pretty graphics, noisy sound effects and a modicum of gameplay is bound to do well. And that's about where Darius Plus fits into the universal scheme of things.

Basically it's one of those mega space shoot 'em ups, with mega weapons making for mega kill factor. Your mission of no-mercy starts in sector one of 28. The sectors fan out and as you complete one you get a choice of two to tackle next, so completing the game by every possible route should stretch the game's lifespan a bit.

With each new level you get a new set of scenery graphics to scroll over, but the alien hordes stay more or less the same in their appearance and attack patterns. Taking them out makes very heavy demands on the old fire button finger, but you can kit your ship out with a powerful array of extra weapons.

By flying into spiky tokens you can build up four weapon systems - the ship's main guns, a droid which flies in front or behind, and two "outrider" cannons which can be powered up into mighty laser beams, a bit like the ones in Xenon II. A fully beweaponed ship is quite a spectacular sight and it can torch more aliens than I've had hot dinners this week, though it's by no means invincible.

The graphics throughout the game are nothing short of superb (especially those sub-aquatic boss aliens, which really are out of this world). Big, metallic spaceships and colourful backdrops pack out the screen. BUT (and this is a very big "but") while the sprites are large, the playing area is comparatively minute, which means dodging bullets and beasties AND keeping off the scenery is bloomin' difficult, not to mention being just a wee bit aggravating.

Darius Plus isn't a bad game, by any standards though. In fact it's pretty addictive stuff, but, myself, I continued playing more to see the graphics than to relish the destructive delights of the gameplay. And that's not quite the way it should be, I think.

PAUL GLANCEY



UPDATE

ST and 8 bit versions should be on the shelves very soon. The ST version is going to look surprisingly similar to its Amiga counterpart, but of the Spectrum and Commodore versions, we know nothing.

AMIGA	£19.99
GRAPHICS	90%
SOUND	84%
VALUE	78%
PLAYABILITY	70%

Better to look at than to play, but Darius Plus has enough action for experienced blasters to get their teeth into.

OVERALL	79%



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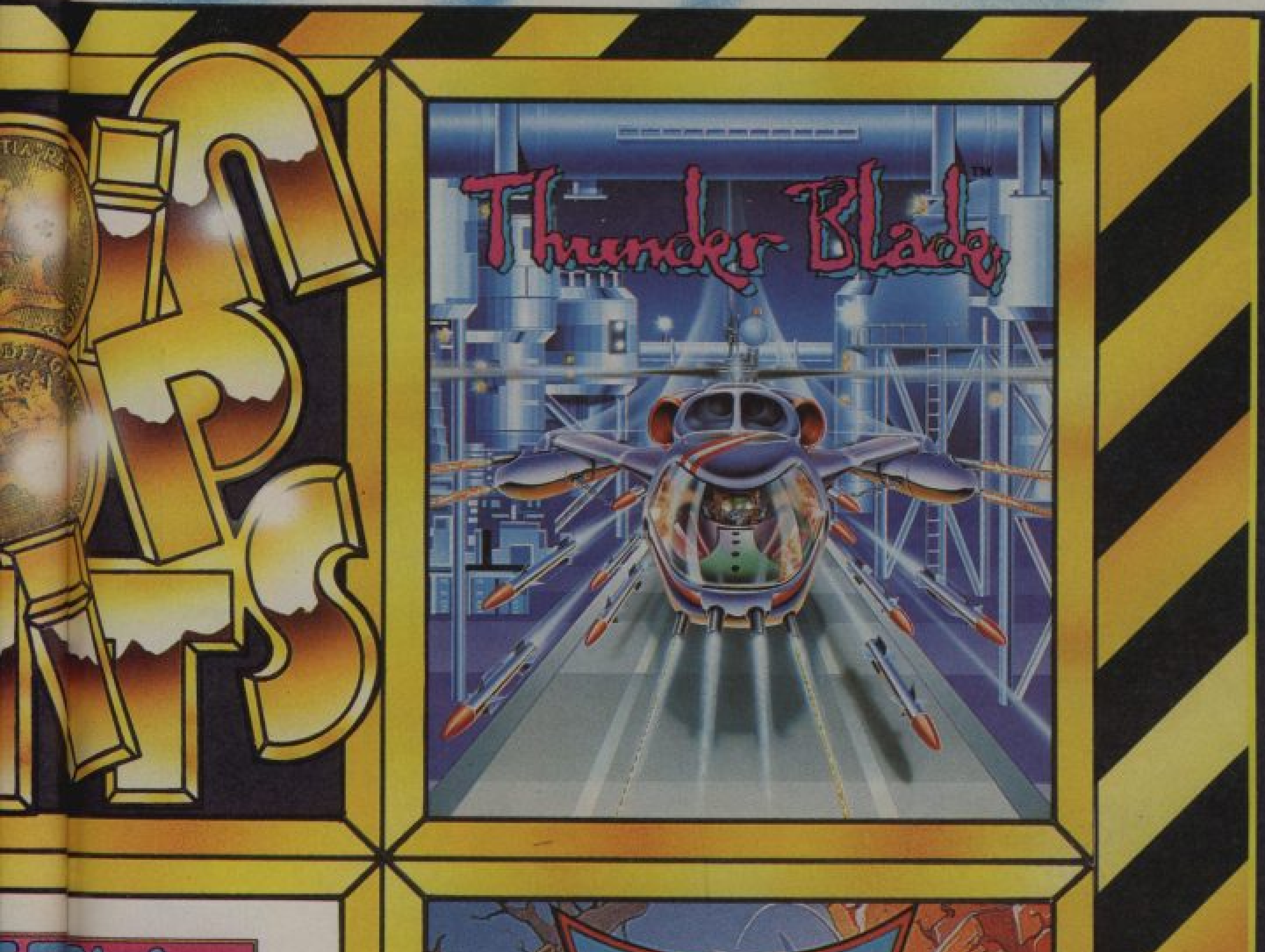
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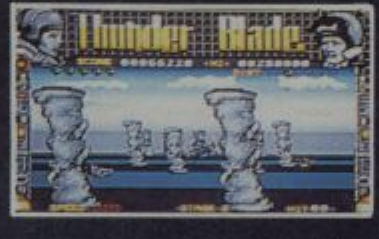
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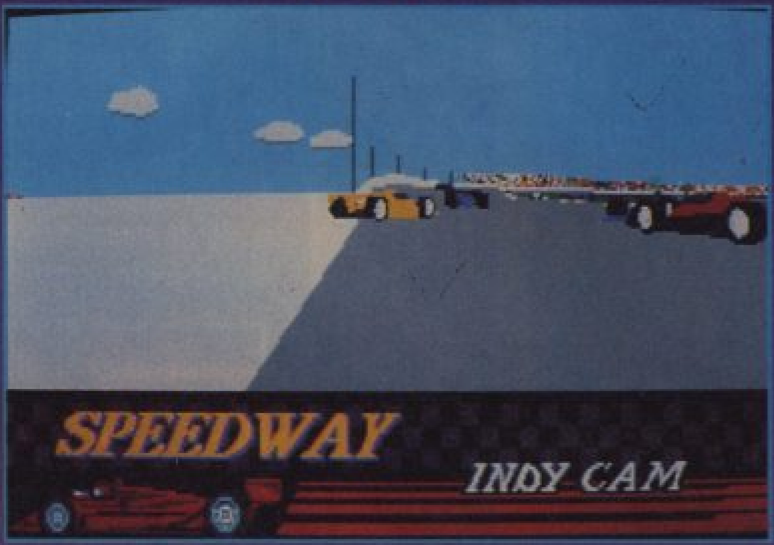
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▲ "Gennelmen... Start yer engines!"



▲ A collision with a barrier puts the car in a tight spot.



▲ Whizzing past the grandstand at 200 mph.

Since just after the turn of the century, drivers have risked life and limb in the Indianapolis 500, a motor race so called because (a) it's staged on Indianapolis' Motor Speedway Track, and (b) it's 500 miles long. Now this simulation gives you licence to drive the Indy, and without even the risk of getting oil on your trousers.

Unfortunately, any road racer which takes itself so seriously that it bills itself as a "simulation" is one of those games with a mouse-operated wind tunnel, an icon driven pit crew, and all the speed and thrills of a Tri-Ang "Mr Chugalug" pedal car. Indianapolis 500 has those sorts of options too, but the difference is that they complement the fastest, most exhilarating and most realistic driving action I have EVER seen outside of an arcade!

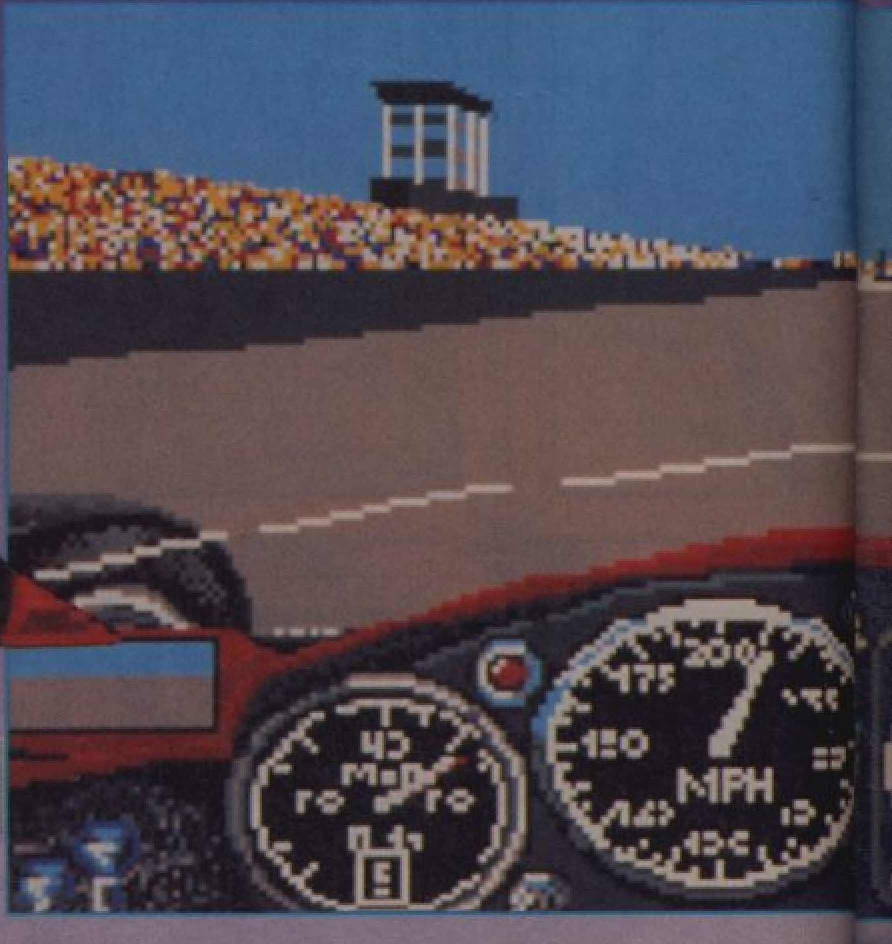
You start your practice or qualifying lap in the pits, where you're given the option to tinker with anything from the composition of the rubber on your tyres to the rigidity of the roll bars. All the customising features have some effect on your car's performance, and hence your driving style - it's up to you to experiment until you've got the optimum settings then save them to disk for future use.

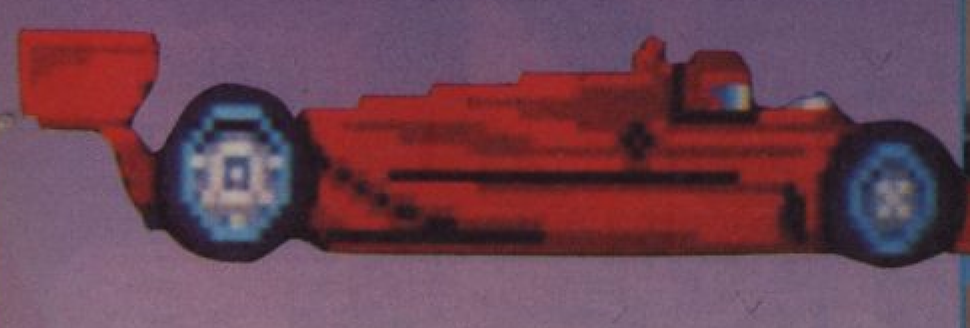
If, like me, you're after thrills first and a physics lesson afterwards you'll more than likely roll straight out onto the track. I was a little surprised to find that there's no provision to let you use a mouse to steer, but fortunately the response from a joystick or the keypad is perfectly adequate. I found it best to use the cursor keys, as it's easier to reach the keys activating the turbo boost and cruise control(!). Gear change is automatic, but you can go into reverse by holding down the decelerate key.

Indianapolis 500's most outstanding feature is undoubtedly the astounding 3D graphics which you're treated to as you screech around the circuit. The level of detail can be set to suit the capabilities of your PC, but playing the game on a 13 MHz VGA machine graphics allowed me to marvel at the speed and smoothness with which trees, barriers, buildings, people and even a huge grandstand (you can actually see its supporting beams!) flowed past the cockpit. I mean, you may have thought the graphics on the ST versions of Hard Drivin' and Stunt Car Racer were good... I thought they were good, but this is on possibly another plane of existence!

The other vehicles are superb, solid-looking models of Indy cars are so realistic that when you crash into one,

BY ELECTRONIC ARTS





bits of bodywork fly off and scatter on the track! If you do crash, you don't just disappear or suddenly stop as in other race games. In Indy, you actually spin off, and you can keep spinning until you either lose momentum or regain control of the car by steering into the skid.

One of the most fun features of Indy is the ability to stop the action at any point and replay the last 20 seconds, viewed from various positions above and around the track, and from inside or behind your car. The practical use of this is of course to help you study the best line to take through a corner, or how a certain adjustment to the car alters the way you drive. However, I found it was great fun to drive into other cars at full tilt, then watch the resulting smash from all angles! The realism of the graphics make it look like those snippets of "Motor Racing Disasters We've Enjoyed This Season" that Murray Walker treats Grandstand viewers to every once in a while.

Not only does Indianapolis 500 look good, it plays good too. The other cars drive very competitively even in a beginner's race, so getting to the front of the pack, and indeed, just getting a decent lap time is down to lots of practice and hours of customising. But every hundredth of a second is worth it. Now back to Desmond in the studio.

PAUL GLANCEY

UPDATE

There are no firm plans for other versions as yet, but there's bound to be one hell of a demand for other 16 bit versions, so Electronic Arts say, "Consider them considered".

PC	£24.99
GRAPHICS	96%
SOUND	74%
VALUE	95%
PLAYABILITY	96%

The best race game you'll see outside of an arcade. If you haven't got a PC, consider buying one. If you have, get your hands on this at all costs.

OVERALL 96%

C+VG HIT!



▲ Neeeyoww! The Penske-Chevrolet motors past.



▲ Kerrunch! A competitor cannons into the March-Cosworth!



▲ Oops! A three car pileup just outside the pit lane!





▶ SPECTRUM AMSTRAD



BY OCEAN

OP THUNDERBOLT



Last year Ocean's conversions of Operation Wolf took the Christmas charts by storm, and this year the sequel, Operation Thunderbolt, looks set to do the same.

Based on the Taito coin-op in which features a pair of cabinet-mounted Uzi machine pistols, Operation Thunderbolt casts the players as two soldiers of fortune who are on a six-level mission to rescue hostages from a hijacked plane which has been forced to land deep behind enemy lines.

The action starts with 3D level in which you run down a road, picking off hordes of soldiers and helicopters with your on-screen cursor before they have a chance to open fire and wear down your energy bar. Careful shooting is the key here since you have limited amounts of ammunition.

If things get too hot you can always give yourself a little breathing room by letting rip with a bazooka missile, which clears the area for a couple of seconds.

As you progress through the level, extra weapons can be picked up by shooting boxes and items on the ground - these include rapid fire, laser sights and extra rockets, energy and Uzi magazines.

Next is an Operation Wolf-style horizontally scrolling level in which even more soldiers and vehicles are present to give you severe hassle.

Subsequent levels switch between 3D and horizontally scrolling, depicting a hazardous trip through the jungle, a ride over water in a speedboat, a hazardous dash across the enemy airport and finally the storming of the plane itself. This is very tough, with passengers running everywhere - shoot them and you lose energy - and baddies leaping out from all angles. Get to the end of the plane and shoot the hijackers and you complete the mission.

Although some might say that Operation Thunderbolt offers little new, the implementation of both versions are excellent. The gameplay is action-packed with loads of things to blast - I've never seen so many sprites on-screen at once!! It's very tough indeed, and takes a lot of practice before you can even get past the first level without using the continue option if you're playing solo - having a friend handy is advisable!

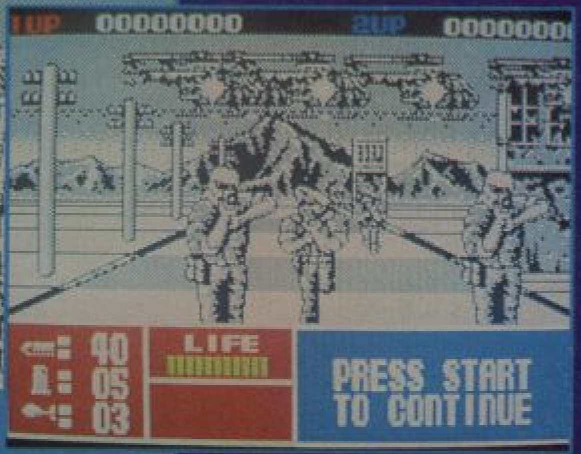
Novices might find Operation Thunderbolt too tough, but if you're a fan of Operation Wolf style games and are after a challenge, try this out.

JULIAN RIGNALL



▲ *A terrorist line of death.*

▼ *Take out the choppers!*



AMSTRAD £9.99

GRAPHICS	86%
SOUND	81%
VALUE	78%
PLAYABILITY	83%

Very tough, but highly addictive. Definitely one of the top Amstrad arcade conversions around at the moment.

OVERALL 80%

UPDATE

We've seen demos of the 16 bit conversions of Op Thunderbolt and despite some slightly jerky sprites, all the action of the coin-op is in there, and the ability to use the mouse makes the game even more playable than the 8 bit games. Watch out for it!

SPEC £8.99

A great conversion with more shootables on screen than ever before. Get down to the software store and check it out, double quick!

OVERALL 80%

COMPO

NYEEEAGH! SLASH!

WIN VIRGIN'S GHETTO BLASTER AND BE A NINJA WARRIOR WITH STREET CRED

Cast your minds back... baaaack... to last issue, which featured a review of Virgin Mastertronic's latest Taito coin-op conversion, Ninja Warriors. To say we thought it was fab would be a bit of an understatement, really, as the ST and Amiga versions came out of the reviewing chamber with a C+VG HIT! each - 85% and 86% respectively.

Now then, to celebrate the launch of Ninja Warriors, those mad-dog cyberslashers at Virgin have somehow got hold of the Ninja Warriors arcade music on compact disc, and they want to give away these exclusive toons to one C+VG reader. "Only one CD? Surely the Branson Boys can do better than that?" we hear you shriek. Well, actually, they're quite a bit more generous than that, and just so the winner can listen to those groovy soundz wherever they go, Virgin are throwing in a top quality ghetto blaster with built-in radio, cassette deck AND a compact disc player! Ker-whoar!

As well as all this ("What? There's MORE?!" - astonished reader) Virgin are going to give away copies of the game to fifteen runners-up. Is there no bottom to their pockets?



HOW TO WIN

Dead easy really. Check out les questions below, and rub your forehead vigorously until the answers occur to you. Then, quickly find a biro and a postcard (or sealed-down envelope) and write your answers down. Slap on a stamp and send it to this address: THE "BANZAI, I'M GOING FOR A SLASH" COMPO, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Get your entries in by January 31st or we'll send someone around to slit yer gizzard

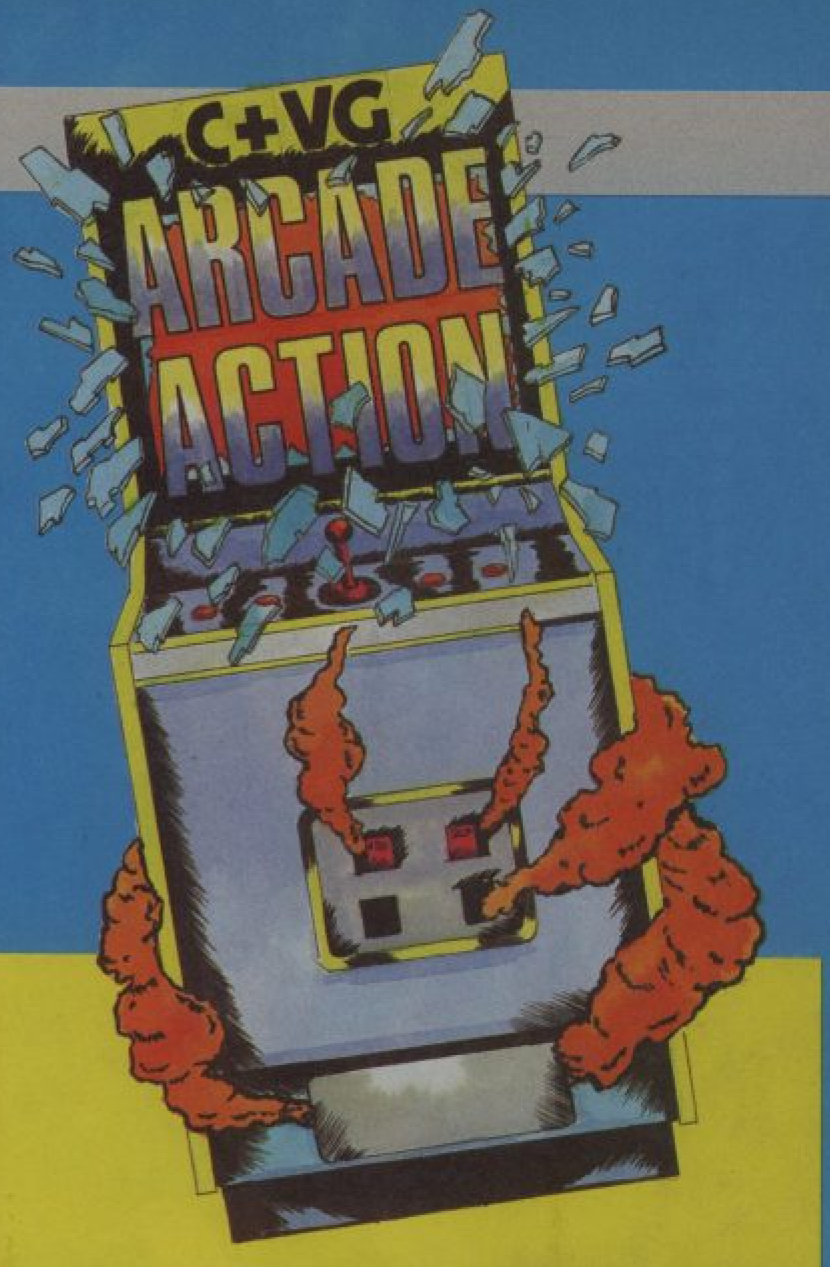
QUESTION TIME

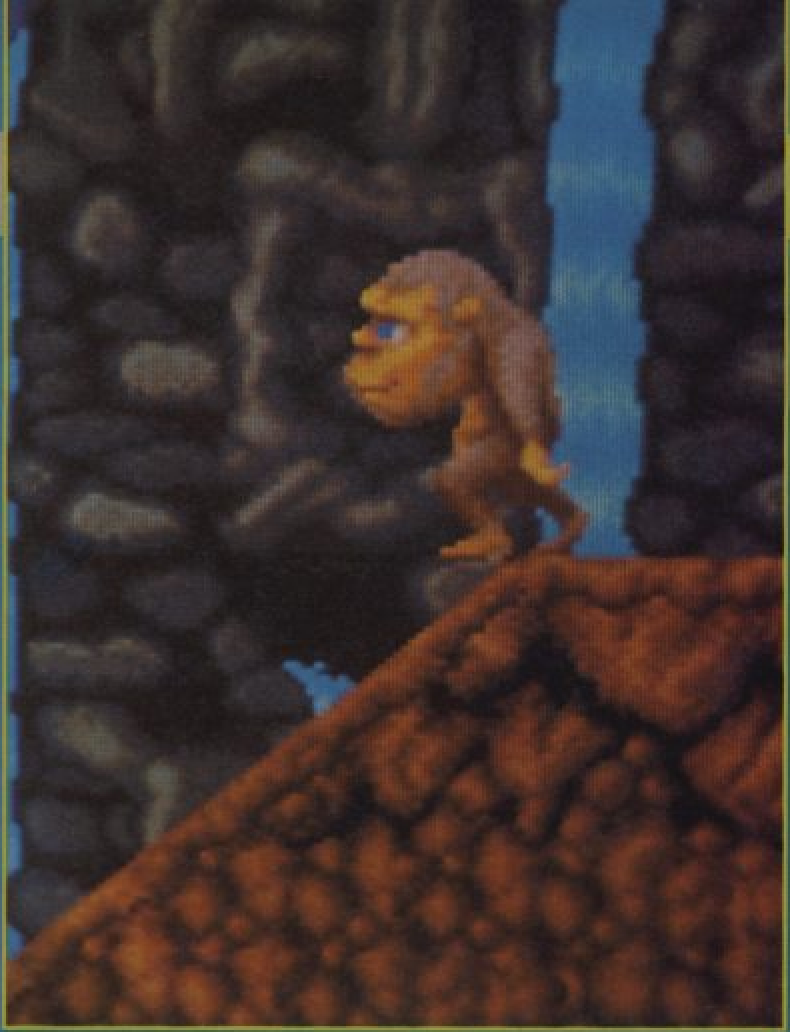
1: What colour clothing are Ninjas usually caught wearing?

2: Name three other home computer games in which Ninjas take a starring role?

3: What's the proper "Oriental" name of those star-shaped weapons that Ninjas like to keep about their person and lob at nasty people?


FIRST CONTACT
FIRST CONTACT . . . A MEETING OF SPECIES BUT NO MEETING OF MINDS.
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● Fast paced action.
● Superb graphics.
● Immense play area with four decks and entire alien vessel.
● Attention to detail gives total enjoyment.
● Choice of action orientation or deep strategic play.
ANOTHER RAINBIRD CLASSIC
A
B
C
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UGH

GRAPHICS	84%
SOUND	85%
VALUE	82%
PLAYABILITY	87%
OVERALL	86%

Okay, monkey chops - here's a game that's a little different. Rather than casting you in the starring role as a big muscle-bound hero, or as ace space pilot, UGH! puts you in control of a gorilla whose job it is to swing his way along a horizontally scrolling landscape, destroying and dodging as many baddies as possible.

There are plenty of power-ups to collect as you swing through the trees, and all sorts of weird and wonderful jungle creatures to thump into oblivion. The going is tough, but it's great fun and is very addictive to boot. Make sure you've got a pocketful of coins before you start playing!





CAL 50

Boasting fabulous graphics and gameplay, Cal 50 is a superb vertically scrolling shoot 'em up which plays similarly to Ikari Warriors, but is miles better.

It's a game of mayhem and destruction as one or two players guide commandos deep into enemy territory with the sole objective of causing as much grief to the enemy as possible by blasting them with a wide variety of machine guns, bazookas and missile launchers.

There are loads of enemy soldiers, gun emplacements and vehicles to blow up, and there are the obligatory giant end-of-level vehicles to overcome.

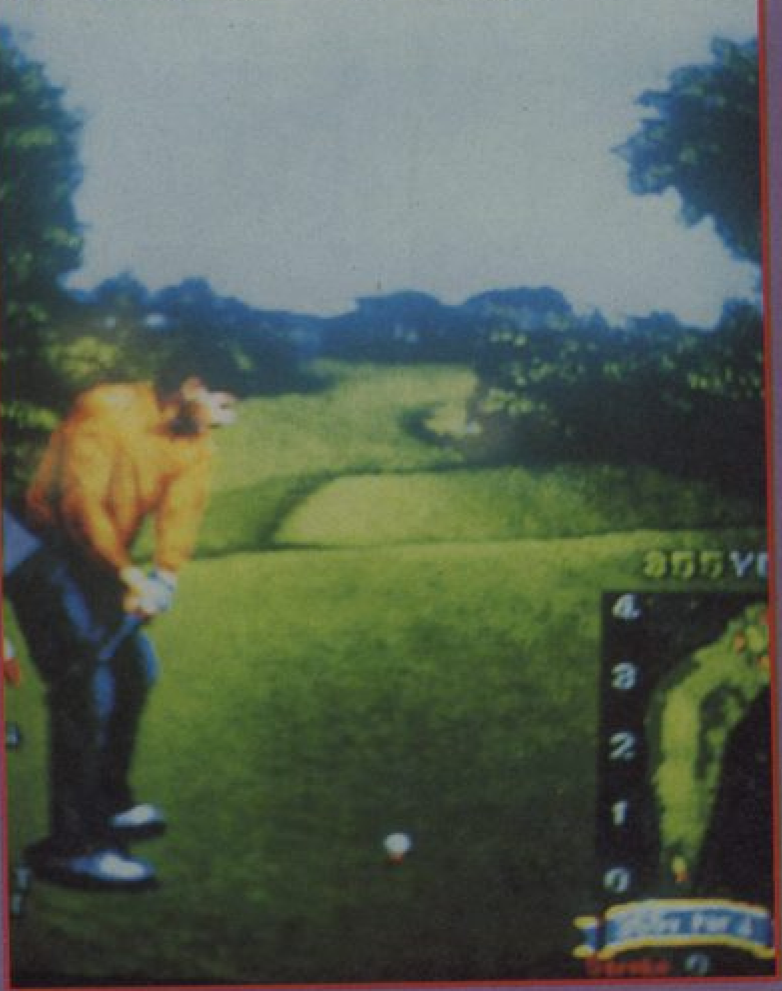
Anyone who enjoys a good shoot 'em up should love this - check it out as soon as possible...

GRAPHICS	89%
SOUND	87%
VALUE	81%
PLAYABILITY	88%
OVERALL	87%





WORLD MASTERS



World Masters is a new golf game from Sega, and it's terrific!
First off you're given a 3D side-on preview of the hole, then it's off to the tee, with a behind the player view to make the shot. To gauge the power of the shot you have a spring loaded trigger which you pull back and release. The more you pull back, the harder the shot.

Timing is important, however. There's a meter on the screen with a pointer that goes up and down while you're making the shot. Release while it's in the middle of the meter and your shot goes straight (or at least as straight as the wind allows). Left or right sees the ball veering accordingly. Putting is similar, only you have to take into account the slope of the green.

World Masters is easily the best golf game around at the moment. The slick graphics and the accessibility of play make it a cert for sports fans everywhere - and look out for it when it hits the Megadrive.

GRAPHICS	88%
SOUND	81%
VALUE	80%
PLAYABILITY	87%
OVERALL	85%

WORLD CUP '89

Temco's latest is a really neat football game which combines excellent graphics and great gameplay to produce one of the best arcade football games yet seen.

It's a tricky game to play, with a multitude of different shots available to the player, but once you get used to the action, you can string together moves that make Brazil look like Tranmere Rovers on a bad day!

The computer teams are tough, and it can get frustrating trying to break down the opponent's defences - and the computer has an annoying tendency to score late winning goals! But that's football, Brian. If you're after a challenging soccer game, don't miss this.

GRAPHICS	82%
SOUND	78%
VALUE	81%
PLAYABILITY	85%
OVERALL	83%







BLOCK HOLE

Imagine a cross between progressive Breakout, Space Invaders and Tetris. Now you have some idea of what Block Hole is about.

You control a space ship that moves horizontally along the bottom of the screen, firing bricks. Down from the top of the screen, step by step, come waves of irregular shapes. What you have to do is make these shapes into rectangles and squares by firing bricks at 'em. When this happens, the whole shape disappears. However, if you don't manage to do it in time and any part of the shape touches the bottom of the screen, you lose a like.

It sounds a bit dull, but rest assured that it grips you as soon as you get the hang of it and soon becomes frighteningly addictive.

Options for two players to play against or co-operate with each other add extra appeal, and the end result is a puzzle/shooting game which you just can't stop sticking coins into. Play it at your peril!





GRAPHICS	68%
SOUND	57%
VALUE	88%
PLAYABILITY	97%
OVERALL	92%

PANG





A cute and silly little game just hitting the arcades at the moment is Pang, a strange sort of shoot 'em up.

The player controls Pang, a little chap who can run left and right across the bottom of the screen and shoot upwards. Around the screen bounce a load of big balls. Shoot them and the break in half, creating smaller balls. Shoot the halves and they break into two smaller balls, which can be shot and destroyed. Since touching a ball results in the loss of a life, the action is pretty hectic, with Pang running about like a maniac dodging a myriad of spheres.

Fortunately there are plenty of extra weapons to pick up, but they don't stop the game being very tricky. The going is tough, but if you're prepared to stick with it, there are plenty of rewards to be had. Give it a go.

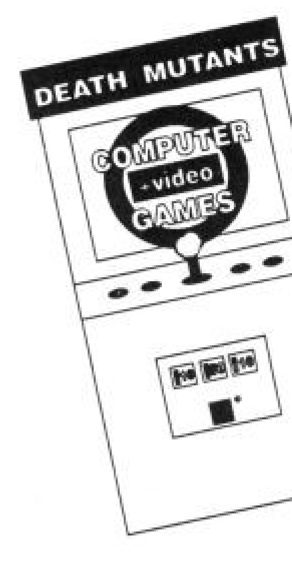
GRAPHICS	78%
SOUND	77%
VALUE	72%
PLAYABILITY	79%
OVERALL	78%



▶ ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, the place where all of Britain's coin-op records top are displayed. If you're a record breaker, why not get famous by sending in your scores to: ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table. One of a couple of scores questioned by The Panel this month is a claim of 937,790,000 on Robotron, sent in by Chris Ford of Lancing. You'd have to play the game for more than six days solid to achieve this - or perhaps there's a cheat? Another, 94,171,190 on Ghouls 'n' Ghosts, sounds dodgy - how on Earth did you get that, Duncan George of Twyford? Another cheat? Perhaps both of you would like to write in and explain how you got these scores? If not, prepare to face the wrath of The Panel...

1942
12,110,830 Colin McWhirter (CMC), Ballymena, N Ireland
AFTERBURNER
24,555,000 John Bristow, Erith, Kent
ALIEN SYNDROME
843,010 Colin McWhirter, Ballymena, N Ireland
ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire
ASSAULT
335,550 Martin Deem, Portsmouth
ATOMIC ROBOKID
14,101,430 Symon Brown, London
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
45,672,800 Gary Harrod, Poole
CABAL
4,225,000 John Bristow, Erith, Kent
CHASE HQ
17,285,000 John Bristow, Erith, Kent
CHELNOV
345,700 Martin Deem, Portsmouth
CRIMEFIGHTERS
225 Jermaine Allen, London
DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs
DEMON WORLD
1,501,500 Martin Deem, Portsmouth
DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland
DOUBLE DRAGON II
885,000 John Bristow, Erith, Kent
DRAGON BREED
957,620 Symon Brown, London
DRAGON SPIRIT
985,950 Jamie Morse (JIM), Weston-Super-Mare
DYNAMITE DUKE
1,337,900 Gary Harrod, Poole
DYNASTY WARS
864,100 Peter Amor, Clevedon, Avon
FINAL BLOW
926,910 Ben Ware, Shenfield
FINAL ROUND
11,945,600 Tim Walker, Brighton
FLYING SHARK
2,949,600 Gary Harrod, Poole
FORGOTTEN WORLDS
6,927,600 Gary Harrod (GJH), Portsmouth
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,075,980 Alex Ware, Shenfield
GANG WARS
79,950 Anthony Shilson (BUZ), Tiptree, Essex
GEMINI WINGS
1,108,640 Martin Deem, Portsmouth
GHOSTS 'N' GOBLINS
7,554,700 Simon Lennok, N Ireland
GHOULS 'N' GHOSTS
74,180 Alex Ware, Shenfield
GOLDEN AXE
265.0 Gary Harrod, Poole
HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
270,540 Alex Ware (AKW), Shenfield
IKARI WARRIORS
1,353,300 Martin Deem, Portsmouth
KING OF BOXER
487,000 Michael Pearson (MP), Staiths, Cleveland
LEGEND HERO TONMA
209,890 Chris Ford, Lancing
MARBLE MADNESS
208,340 Martin Deem, Portsmouth
MAIN EVENT
5,486,800 Tim Walker, Brighton
NARC
3,360,050 Robin Levy (RJL), Exeter
NEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent
NEW ZEALAND STORY
3,500,000 Martin Deem, Porsmouth
NINJA WARRIORS
238,100 TOD, Ballymena, Antrim
OPERATION THUNDERBOLT
386,390 R G Porter (ROB), Lancaster
OPERATION WOLF
1,061,100 Neil Kelly, Isleworth, Middlesex
ORDYNE
471,840 Alex Ware, Shenfield
OUTRUN
56,024,110 Peter Amor, Clevedon, Avon
OUTRUN TURBO
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex
PACLAND
4,936,910 Martin Deem, Portsmouth
P-47
1,675,890 Chris Ford, Lancing, W Sussex
POW
233,720 Colin McWhirter, Ballymena, N Ireland
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
1,606,600 Gary Harrod (GJH), Poole
QUARTET
8,576,750 James Washburn, Essex
RASTAN SAGA
1,081,000 Colin McWhirter, Ballymena, N Ireland
RASTAN II
894,950 Jamie Morse (JIM), Weston-Super-Mare
RAINBOW ISLANDS
430,500 Michael Pearson (MP), Staiths, Cleveland
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
4,931,400 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SECRET AGENT
675,300 Adam Davidson, Manchester
SHADOW WARRIORS
203,900 Gary Harrod, Poole, Dorset
SHAO-LIN'S ROAD
11,834,000 Firoz Rawat, Manchester
SHINOBI
504,590 Jeff Purnell (JEF), Clevedon, Avon
SIDE ARMS
1,837,800 Jeff Purnell (JEF), Clevedon, Avon
SILKWORM
2,449,400 Robin Forsberg, Soderhamn, Sweden
SKY ADVENTURES
6,641 Gary Harrod, Poole
SKY SOLDIERS
2,379,760 Gary Harrod (GJH), Portsmouth
SPLATTERHOUSE
408,000 Adrian Smart (AA), Hereford
STRIDER
312,480 James Clarke, Didsbury, Manchester
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth
SUPERMAN
2,010,700 Gary Harrod, Poole, Dorset
TERRA FORCE
857,700 Shaun Osbourne (SFO), Ashford
TETRIS
179,938 Jeff Purnell (JEF), Clevedon, Avon
TIGER ROAD
1,740,000 Firoz Rawat, Manchester
THUNDERCROSS
8,004,720 Craig Ross, Falkirk, Stirlingshire
TOOBIN'
14,534,440 Martin Deem, Portsmouth
TRUXTON
1,883,090 Gary Harrod, Poole, Dorset
TWIN COBRA
2,221,680 Martin Deem, Portsmouth
UN SQUADRON
1,333,810 Gary Harrod, Poole
VINDICATORS
891,400 Jamie Morse (JIM), Weston-Super-Mare
VIOLENCE FIGHT
219,200 Jamie Morse (JIM), Weston-Super-Mare
VULCAN VENTURE
945,650 Colin McWhiter, Ballymena, N Ireland
WARDNER
12,025,275 Paul Stokes (PJ), Aberdare
WONDERBOY III
427,700 William Wong, Chapel-en-le-Frith, Cheshire
WILLOW
1,430,600 Gary Harrod, Poole
WINNING RUN
2:08:00" Julian Rignall, Southend




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ADVENTU

Why oh why do these so-called adventurers keep getting stuck? Who knows? Well, here's Keith Campbell - he's got all the answers to your problems, and has all the latest adventuring news.



Nobody has ever written with a single clue for Mindfighter. Could this be because those people unfortunate enough to have purchased a copy gave up ages ago through sheer boredom and revulsion at this awful game? But Robert Morgan of Glasgow is resolutely battling on, and can't get over the electrified fence without getting fried. "There is a book which accompanies the game and it's supposed to help you, although that is debatable!" he writes. "In it, the hero simply metamorphoses into a bird and flies over the fence, but no matter what I type I can't get him to change." Hmmm - nor could I!

Tormod Ugelstad of Nanset in Norway has a whole bunch of Sierra questions. In Manhunter - San Francisco how can he get into the Private Club, and what should he do in the shop? Tormod is also having trouble with King's Quest I. He can't get into the well with a bucket of water, and he doesn't know what to do in Coloma. In Gold Rush, he can't find Jake.

Now here's an obscure oldie that I'd not heard of until Paul Brown wrote from Cardiff, lamenting the fact that he's stuck on the planet Tarkoo with two young women. The two women concerned are not so much stuck up there on the planet with Paul, as stuck in the game too! The adventure is Quest For Eternity, released by Argus Press Software in 1984. When Paul presses the switch, he's told Something happened. But he doesn't know what! Can anyone out there help?

Is there a Module A in Manhunter New York? Colm Divilly of Athlone has found Modules B and C, and reasons that there must be a Module A, although he can't find it. And what is he supposed to do with the candles in Trinity Church on the third day?

Adventures that vary from one version to the other are quite a headache for an Adventure Helpline! It seems that Mortville Manor is one of these, for Sharon Nixon cannot use a clue printed in the October issue: Put the ring in the hole on top of the Madonna's orb, and turn it. "The problem is that on my Amiga game there is no hole in the orb anywhere," complains Sharon. So how do Amiga owners get round this one? And how can Sharon get into Julia's room, and where is Leo's room?

Knightmare is baffling Chris Wells, who cannot get past the second room. Who can help him?

Sandra van Tongeren of Haren in The Netherlands, has a game she's considering torturing with a magnet, or even possibly taking to the vet to be put down! It's Maniac Mansion from Lucasfilm, in which Sandra has found her way to the swimming pool, but cannot get the key out of the chandelier. And she can't get anyone to go into the pool to pick up the radio - "It's too wet!" they all say. Who can save this game from the fate Sandra has in store for it? "Oh, here's something rather funny to try in Police Quest 1," adds Sandra. "Drop clothes." Hmmm, well whatever turns you on, Sandra!

"How do you get past the worm in the tunnel under the shack?" asks Wayne Dibben of Upminster. Wayne is playing Legend of The Sword, and is also trying to get past the glowing sphere.

Recently, Finn Rosenloev wrote questioning the use of the pool in Space Quest I. "The pool is of no importance. Try moving towards the back of the cave and off to the left," advises Mark Kendall of St Albans. But Dominick Hardy doesn't quite agree. "Tell Finn to drink from it to find out what it is for. But he should remember to save the game first!"

How many adventurers reading this column have tried a Home Grown adventure? By that I mean a non-commercially produced game sold by mail order from the author's home. If you're familiar with Tartan Software, perhaps you can help Paul Millard, who wants to know how to escape the hut, how to build a bridge, and the use of the idol in Shipwreck. And in Prince of Tyndall from the same source, Paul doesn't know what to do with the parchment, nor what to do with some gold coins he's come by.

Paul Hardy of Sheffield bought an Amiga to comple-

RE



ment his 64 a few months ago, but has now given up playing adventures on his old computer. "It's not even worth having it repaired, I'm enjoying adventures on the Amiga so much," explains Paul. But there's one in which his enjoyment has ground to a halt! "Is it possible to pass the bolts of forked lightning in Beyond Zork?" he asks. "Where is an instrument to draw a glyph with, and how may I take the helmet from beneath the dead stallion?"

Personal Nightmare is becoming something of a personal nightmare in Helpline terms! Latest sufferer is Nick Robinson of Kenilworth. He can't get into the garage - it's either locked or Mason won't let him in. He can't get into the manor because of its deadly dog, and he's not got enough cash to get his film developed. Worse still, just when he thought he was making progress rescuing Judy from the loft, Alice zapped him on the way out. Look in the clues section, Nick - at least a few of your problems will be answered!

Massimo Bartaleno supplied the detailed tips in the clues section, but he, too, is stuck in Personal Nightmare. Like Nick, he doesn't have enough money to get the film developed. He doesn't know what to do with the certificates he found in the Registrar's safe, and can't get into Ivy Cottage without getting caught. A few more clues, please, all you PN players, and we shall soon be able to build up a complete picture of the sinister goings on in the village of Tyneham Cross!

Don't forget - the Adventure Helpline is here for your benefit! The more readers who write in, the more interesting, varied, and numerous these pages will be! The address is: Keith Campbell's Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And if you enclose an SAE, you can be sure of a personal reply!

HOME GROWN

In an attempt to make a bit of space in his computer cabinet, Ian (Fangs) Brown is offering The Menagerie (48k Spectrum - reviewed last month) at a special price of £1.99 until the end of January. The address is: 1 Amanda Road, Glen Parva, Leicester LE2 9HW.

SPELLBREAKER

Adventurers wanting hints, tips, and solutions for adventures, as well as reviews and general interest features, would be well advised to take a look at Spellbreaker, a fanzine edited by Mike Brailsford and now in its seventh issue. Home Grown adventures are well supported, as are mainstream commercial titles.

In half-A4 format, Spellbreaker's 40 pages are smartly presented, and appear during the third week of every month. Each issue costs 1.25 including postage, and from 1 to 12 issues can be ordered in advance, from: Spellbreaker, 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX

ROLE CALL

Lior Meir asked: "Is Webba's map any use?" a few weeks ago, about the game Journey. "I suggest that Lior should listen more closely to the shopkeeper in Lavos. Or simply cast a glow at the map and then taking a closer look at it after crossing the stream," suggests Peter Jelstrup, of Hellerup in Denmark.

Is there a vampire in Pool Of Radiance, or what? Patrick Halm was asking its whereabouts a couple of months back, but Jim Laver writes to say he has finished the game without coming across it. Jim reckons it was killed off before the game even started! Go into the cross shaped building in the graveyard, and you'll find an upturned coffin with ashes around, and a piece of paper referring to entry 43 in the Adventurer's Journal. That entry describes the fate of the vampire, says Jim.

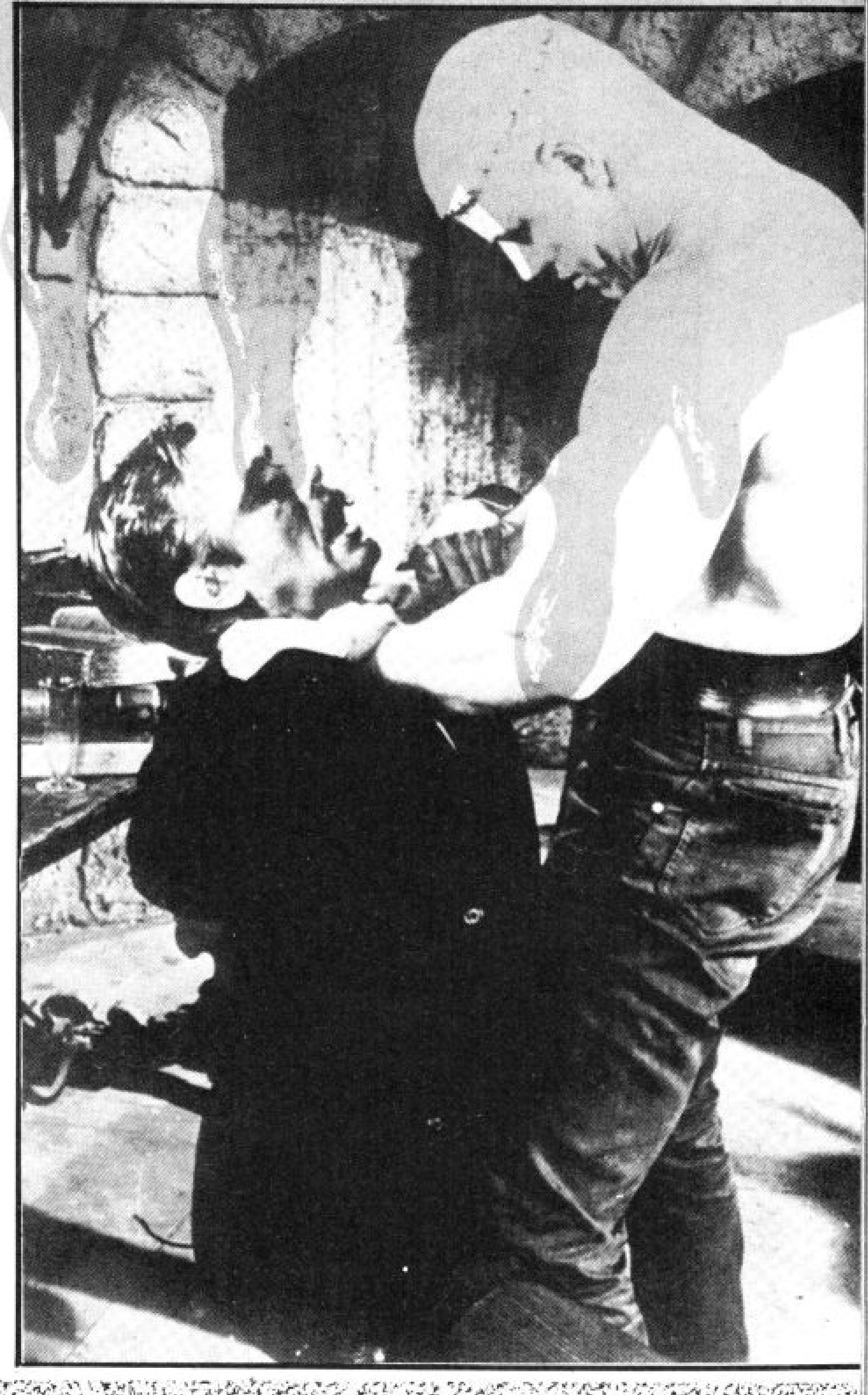
Jim also has some words of comfort for Lars Wegman. The items Lars needs in Bard's Tale III are under the gold plug in the middle of the keep. To move it, three lenses are needed, found in each of the three towers. Jim is offering maps for both Bard's Tale I and III. If you want to take him up on his kind offer, send him an SAE to 366 High Street, London Colney, Herts AL2 1HN.

It seems we can't get away from Bard's Tales this month! Craig Sutherland has been playing Bard's Tale I on his ST for months, and says "...it's so frustrating!" He can't find the Review Board, even after searching every place on the map, nor can he get past the iron gate in front of Kylearan's Tower.

But deep inside Kylearan's tower, Jon Hooper is wandering around trying his hardest to get out! He has reached a warning in the maze referring to a "sting at the tail south of serpent way" and wonders if he can progress from there, hampered as he is by the dark?

And moving on a couple of games, Kaka, of Cabramatta, in New South Wales desperately needs help in Bard's Tale III. He is stuck in the Kinestia workshop, and wants to know how many times he should turn the right key and the left key.

Finally, where is the silver triangle Dave de Beukelaer of Antwerp is looking? You've guessed it - Bard's Tale I is the game!



CLUES A

ADVENTURE CLUES A - Z

Here's the latest bunch of clues to help with readers' previous unanswered problems, with help from: Jim Laver, London Colney; Remho de Gilde, Netherlands; Massimo Bartalena, Savigliano, Italy; Sue Medley, SynTax; Dominick Hardy, Gwynedd; and adventurers too numerous to mention who explained how to defeat the spider in King's Quest I!!!

INDIANA JONES AND THE LAST CRUSADE: Look in the pocket of the uniform in a chest upstairs in the castle, to release another uniform.
KING'S QUEST I: Ignore the mushroom and the elf's house until you have a bird! A condor will carry you over the river. Jump as it flies past. The mushroom will make you smaller.
KING'S QUEST III: To kill the spider, cast a spell to transform yourself into an eagle, and then fly towards the spider.

SMASHED: Fly the latrine to safety, and drop it!
SPACE QUEST I: Have a few drinks in the bar for guidance at the Ulence Flats! Give the golden egg to the troll on the bridge.
WORM IN PARADISE: To sit in the seat of power, stop the foam by blocking the orifice with the cork. The cork can be found in the bottle which may be purchased from the temple bar in the pleasure dome.

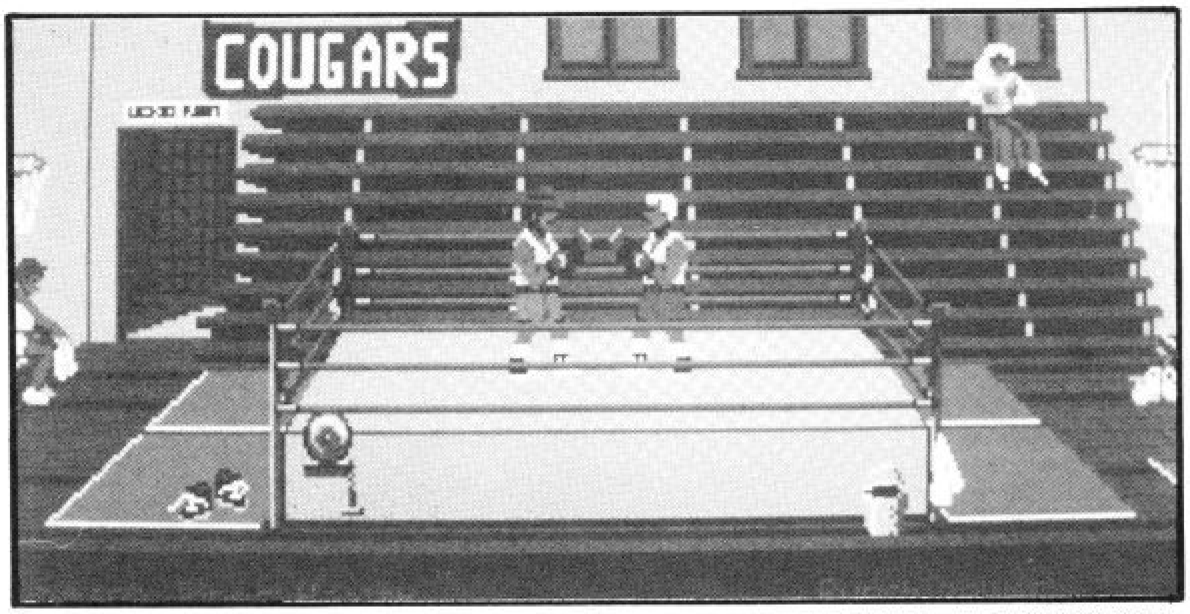
PERSONAL NIGHTMARE

With some useful tips from Massimo Bartalena of Savigliano, we start into what is proving to be a most complex and difficult adventure...
TO FREE JUDY: Go into the crypt under the churchyard. Don't forget to check the weeds near the big cross. Go east until you reach the coffin. Quickly open the door behind the coffin, and enter before the vampire gets you. You are now in Honeysuckle Cottage. Go up to the landing, and UNWEAR your SHOES. Enter the bedroom, examine Alice, get the key, and look under the bed. Then go back to the landing, drop the stepladder and climb it, open the loft door, and go up. Get a jug, fill it with water, empty jug on suit, and free Judy.
TO ARREST TONY DONALDSON: On the first night go into the pub kitchen between midnight and 7 am. Put the plug in the hole. Look in the washing machine. Look in the trousers. Get the key, and go to your bedroom and sleep. In the morning, go to Tony's room first, look under the pillow, get the diary and unlock it. Find the policeman who is probably near the post office, and give him the diary.
TO OPEN THE SAFE IN THE REGISTRAR'S OFFICE: Read the date on the painting.

MANIAC MANSION

Here's the lowdown on some tricky problems in Maniac Mansion, thanks to Stefaan Loncke of Overmere in Belgium.
BATHROOM: Open the curtain. Use the water faucet handle on the water faucet, and turn it on. Now go to the library. Let Bernard fix the phone with the tools. Pick up the phone and use it - dial the number you found in the bathroom.
GARAGE DOOR: Use the Hunk-o-Matic machine to gain enough strength to open the garage door.
GLASS JAR: Fill it with water and put it in the microwave oven.
LIVING ROOM: Let Bernard open the old fashioned radio. Pick up the radio tube. Go to the mad scientist's room and put the tube in the socket. Read the wanted poster. Turn on the radio and use it. Dial the number found on the poster for a call to the Space Police.
TAPE: Give it to the green tentacle when he's in his room.
YELLOW KEY: It is found in the room of green tentacles. It will open the trunk. For a surprise, try using it to start the car.





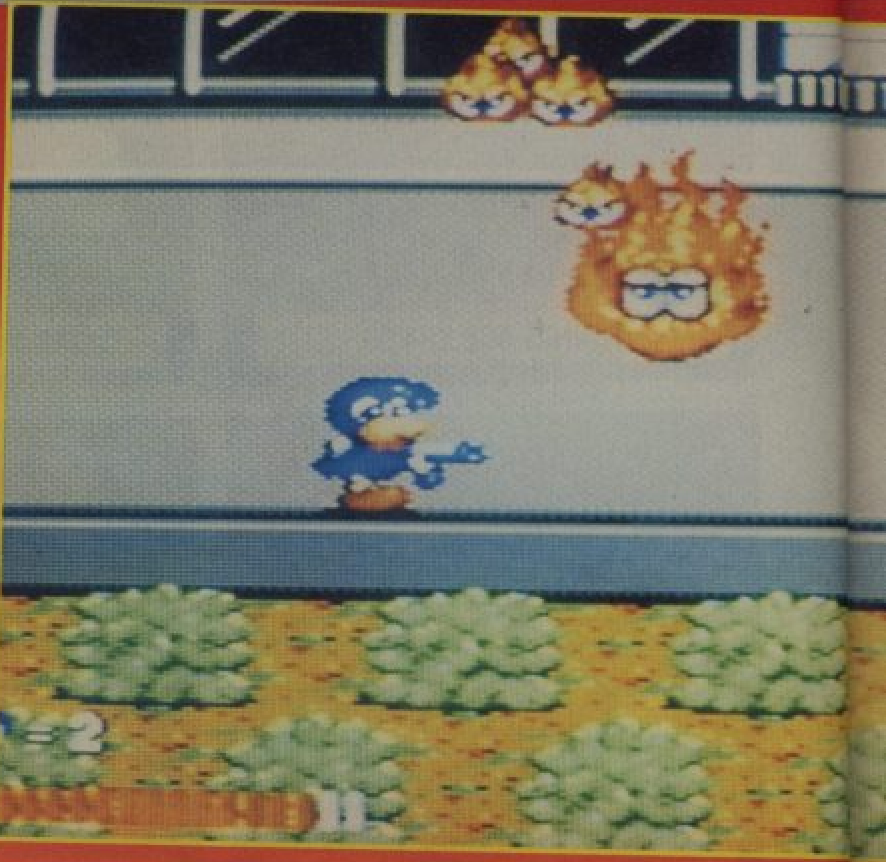
Z



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MEAN MACHINES

DYNAMITE DUX



Bin, the unlikely hero of Dynamite Dux, is cheesed off for two reasons. One: his girlfriend, Lucy, has been kidnapped by the wicked goblin Achacha. Two: he has been turned into a fluffy blue duck who bears a remarkable resemblance to Woody Woodpecker.

The only way to rectify the situation is to stonk over to Achacha's abode, rescue Lucy and then gently persuade the evil one to change Bin back into human form by kicking his head in.

This involves negotiating five horizontally scrolling worlds: Down Town, Japan, Chicago, Texas and Achacha World. Each of these is packed with Achacha's weird and wonderful army, which includes bouncing dog heads, ninja moles and living flames which spit out smaller fires at Bin.

Bin has certainly got his work cut out, but is a pretty good fighter - one press of the fire button lets rip with a punch that kills a baddie stone dead. If the fire button is held down longer, Bin winds up a mega-punch, his fist becoming huge as he whacks large numbers of bad dies into oblivion. There are also weapons lying around which can be picked up and used against the enemy, including stones, bombs, machine-guns, bazookas and "Sparrow Missiles".

At the end of each level is a big baddie which requires lots of hits with an extra weapon before it dies, leaving the route open for Bin to progress to the next level. On the final is Achacha himself - blow him away and true love can prevail, and Bin can at last return to human form...

I loved Dynamite Dux in the arcades, and this Sega version is the spitting image, combining superb, colourful graphics and highly addictive gameplay to give one of the best Sega games around. The only thing missing is the simultaneous two-player option, but it doesn't really matter when the game is as much fun as this.

JULIAN RIGNALL



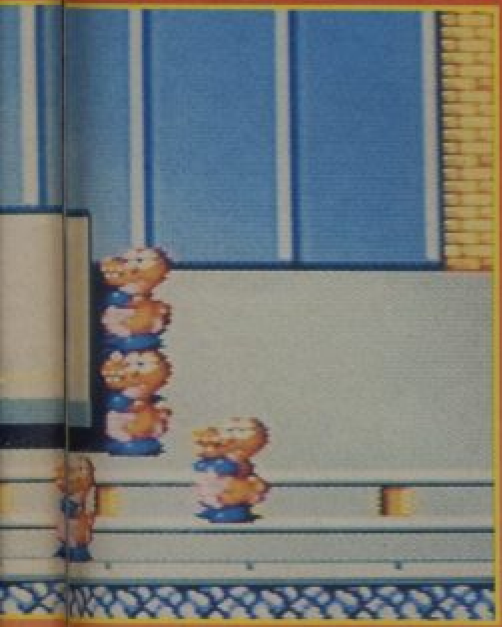


SEGA	£24.95
GRAPHICS	90%
SOUND	78%
VALUE	86%
PLAYABILITY	91%

Beautifully-drawn sprites, great backdrops and addictive gameplay all come together to make a brilliant Sega game which will appeal to beat 'em up and shoot 'em up fans alike.

OVERALL 90%





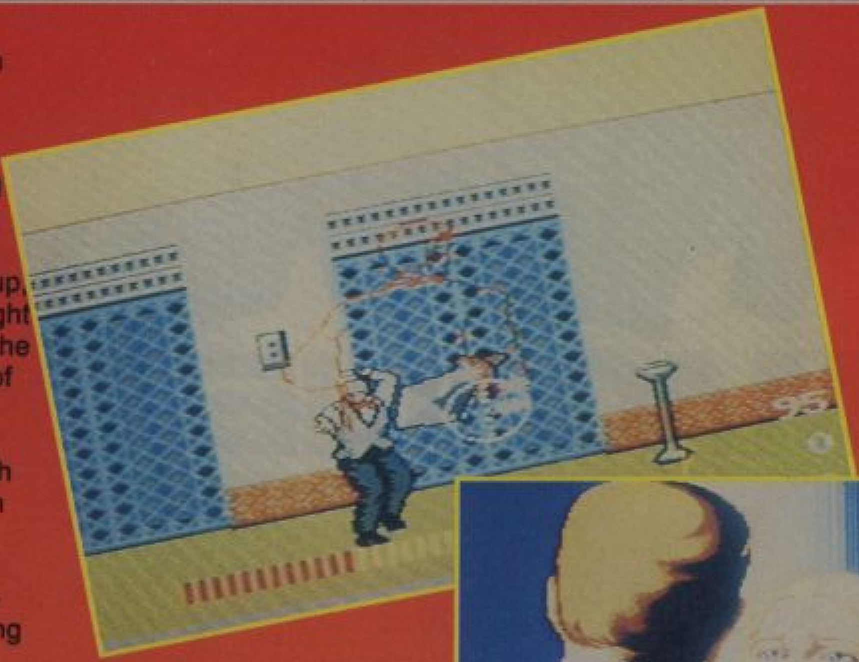
DEAD ANGLE

1930's America was a dangerous place to be if you wanted a drink. Prohibition was in force, but that didn't stop the Mafia running an illegal liquor trade. One man double-crossed the big Sicilian families by squealing to the cops, so they broke into his house, beat him up badly and kidnapped his fiancee as a precaution against him going to the boys in blue again. You can't keep a good citizen down, though, and you, as that informer, begin an international vendetta against the Mafia with two goals in mind; rescuing the girl AND wiping out the bad guys in each town.

Dead Angle is an Operation Wolf style shoot 'em up, the player taking on the might of organised crime across the three Mafia-infested cities of Napoli, New York and the heart of the illegal alcohol racket, Chicago. Armed with a single-shot sidearm, each of the cities, making up a total of six areas, must be cleared of the allotted number of hoodlums. The playing area scrolls in eight directions, with the main character seen as a back-view line drawing. Once all of the criminals have been shot, the boss of each area appears on the scene, and must be shot several times before he hits the deck. Life-force is depicted by an energy bar, depleted every time the enemy scores a direct hit on the player. Throughout the fight, first aid kits appear, the shooting of which revitalises the energy bar. Sub-machine guns can also be picked up, their ammunition lasting only for a limited amount of time.

While Dead Angle is an enjoyable twist on the Operation Wolf theme, playability suffers because of slow, jerky scrolling. The enemy sprites, although nicely drawn, are also affected animation-wise due to the ropey screen movement. Despite these annoyances, Dead Angle remains a fun blast, with a lot of hoods to send packing and bullets flying at a fair old pace. One of the bosses looks exactly like Blake Carrington from Dynasty, which is rather amusing, and there's a cracking end-game sequence which makes the whole thing worthwhile. I recommend you have a look at Dead Angle before shelling out any cash, as many people could be put off by the scrolling; if you can survive the dodgy presentation though, you'll find an addictive game simply itching to get out.

PAUL RAND

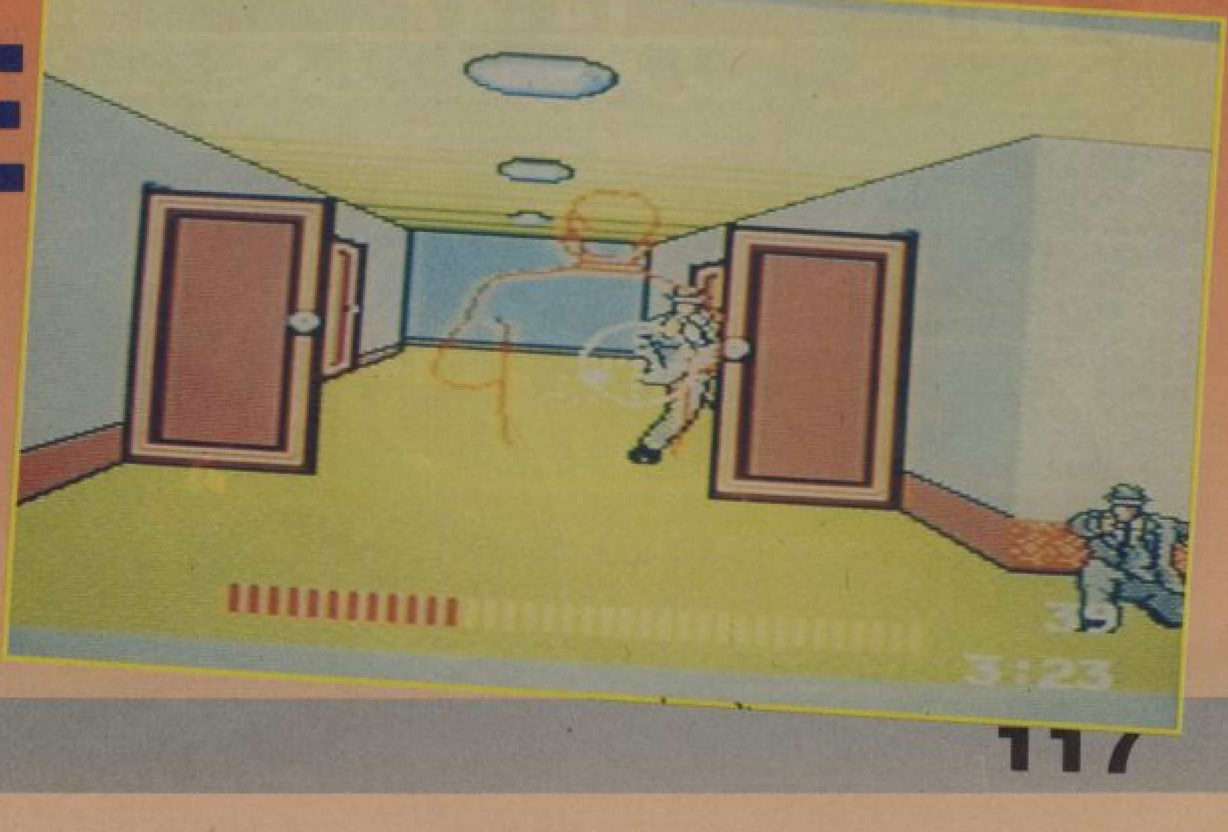




SEGA	£24.95
GRAPHICS	67%
SOUND	69%
VALUE	63%
PLAYABILITY	70%

What could have been an addictive, fast-action Mafia shoot-out blots its copy book with jerky scrolling which many will find unacceptable. To use a much-loved cliche, try before you buy.

OVERALL 68%



MEAN MACHINES

BASKETBALL NIGHTMARE



When the inhabitants of Nasty Mountain have an argument, they don't fight it out with their fists - shorts are pulled on, the teams are picked and the opponents do battle on the basketball court.

One or two players take part in this simplified basketball tournament across the five areas of Nasty Mountain. Besides the normal human players, some werewolves are also keen basketball players, and it's against these that you battle. The aim is to score more baskets than the opposing team by running around with the ball and dropping it into the basket in the other team's half of the court. Two points are scored for each successful shot, with scoring attempts being shown in a full-screen animated sequence.

Basketball Nightmare is an oversimplified form of the game, with the biggest challenge being that of keeping the incredibly speedy werewolves off the ball while your man practically hobbles around the court at little more than a snail's pace. The sprites and backdrops are garishly coloured and flicker badly, but the animated sequence when someone scores is amazing - a huge picture of the scorer jumps up and lobs the ball into the net, and not always successfully, either!!



Despite that, Basketball Nightmare is a poor, ineffective game, combining generally lousy presentation with simplistic gameplay with the result that the game just doesn't hold your attention for long.



PAUL RAND

SEGA	£24.95
GRAPHICS	49%
SOUND	54%
VALUE	38%
PLAYABILITY	40%

Playing Basketball Nightmare is about as frightening as the werewolves that you're up against, with dull gameplay and flickery sprites ruling the day.

OVERALL 42%

XENON TECHNOLOGY

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Shinobi (Virgin)	9.40	6.40
Dynamite Dux (Activision)	9.40	6.40
Power Drift (Activision)	9.40	6.40
Cabal (Ocean)	9.40	6.40
Batman: The Movie (Ocean)	8.40	6.40
Chase HQ (Ocean)	8.40	6.40
Laser Squad (Blade)	9.40	6.40
Beach Volley (Ocean)	9.40	6.40
Altered Beast (Activision)	8.40	6.40
Mr Heli (Firebird)	9.40	6.40
Carrier Command (Rainbird)	9.40	6.40
Quarterback (Virgin)	9.40	6.40
Bangkok Knights (Activision)	9.40	6.40
Super Quintet (Infogrames)	9.40	6.40
Ballistix (Psyclapse)	9.40	6.40
Eye Of Horus (Logotron)	9.40	6.40
Rainbow Island (Firebird)	9.40	6.40
Operation Neptune (Infogrames)	9.40	6.40
Wierd Dreams (Rainbird)	9.40	6.40
Double Dragon (Melbourne House)	9.40	6.40
Ghouls 'N' Ghosts (US Gold)	9.40	6.40
Action Fighter (Firebird)	9.40	6.40
Gemini Wing (Virgin)	9.40	6.40
Robocop (Ocean)	9.40	6.40
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Operation Thunderbolt (Ocean)	9.40	6.40
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Indiana Jones & The Latest Crusade (Lucasfilm)	9.40	6.40
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Super Wonder Boy (Activision)	9.40	6.40
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Mazemania (Hewson)	9.40	6.40
Moonwalker (US Gold)	9.40	6.40
Gemini Wing (Virgin)	9.40	6.40
Robocop (Ocean)	9.40	6.30
Vigilante (US Gold)	9.40	6.40
A.P.B. (Tengen)	9.40	6.40
Rick Dangerous (Firebird)	9.40	6.40
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Gazza's Super Soccer (Granslam Entertainment)	9.40	6.40
Victory Road (Ocean)	9.40	6.40
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Vigilante (US Gold)	9.40	6.40

SPECTRUM SOFTWARE	Disc	Tape
Batman: The Movie (Ocean)	9.40	6.30
Shinobi (Virgin)	9.40	6.40
Dynamite Dux (Activision)	9.40	6.40
Bloodwych (Image Works)	8.40	6.40
Cabal (Ocean)	9.40	6.30
Chase HQ (Ocean-	9.40	6.40
Operation Thunderbolt (Ocean)	9.40	6.30
Laser Squad (Blade)	9.40	6.40
Beach Volley (Ocean)	9.40	6.40
Dragon Spirit (Domark)	8.40	6.40
Mr. Heli (Firebird)	9.40	6.40
Xenophobe (Micro Style)	9.40	6.40
Quarterback (Virgin)	9.40	6.40
Altered Beast (Activision)	—	6.40
Super Quintet (Infogrames)	9.40	6.40
Purple Saturn Day (Exxos)	9.40	6.40
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Rainbow Island (Firebird)	9.40	6.40
Risk (Leisure Genius)	9.40	6.40
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Paul Gascoigne Super Soccer (Empire)	9.40	6.40
Super Wonder Boy (Micro Style)	9.40	6.40
Action Fighter (Firebird)	9.40	6.40

COMMODORE 64 SOFTWARE	Disc	Tape
Batman: The Movie (Ocean)	9.45	6.30
Shinobi (Virgin)	9.40	6.40
Dynamite Dux (Activision)	9.40	6.40
Bloodwych (Image Works)	8.40	6.40
Cabal (Ocean)	9.40	6.30
Blood Money (Psygnosis)	8.40	6.40
Ballistix (Psyclapse)	8.40	6.40
Laser Squad (Blade)	9.40	6.40
Beach Volley (Ocean)	9.40	6.40
Dragon Spirit (Domark)	8.40	6.40
Mr. Heli (Firebird)	9.40	6.40
Carrier Command (Rainbird)	9.40	6.40
Quarterback (Virgin)	9.40	6.40
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Super Quintet (Infogrames)	9.40	6.40
Super Wonder Boy (Activision)	9.40	6.40
Eye Of Horus (Logotron)	9.40	6.40
Rainbow Island (Firebird)	9.40	6.40
Operation Neptune (Infogrames)	9.40	6.40
Wierd Dreams (Rainbird)	9.40	6.40
Paul Gascoigne Super Soccer (Empire)	9.40	6.40
F.1. Manager (Sumulondo)	9.40	6.40
Action Fighter (Firebird)	9.40	6.40
Gemini Wing (Virgin)	9.40	6.40
Robocop (Ocean)	9.40	6.40
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PSYCHO FOX

Charlie Fox has gone mad; after all, being chased incessantly by packs of slavering hounds is a strain on the nerves. Anyway, in his mildly psychotic state, Charlie decides to run through the seven levels which make up his forest home, thumping all the animals which get in his way. Each level consists of three areas, and Charlie must reach the very last level before he wins the respect of the huntsmen and he can go back to killing chickens in peace.

The woodland creatures are many and varied, except for one trait - none of them want to be punched by Charlie. Contact with one of these animals means the loss of one of his three lives.

The fox has a couple of tricks up his sleeve, one of them being his best friend Jimmy the Crow, the other, his trusty Transformation Stick. When found, Jimmy rides on Charlie's back, jumping at the baddies when the fire button is pressed. The Transformation Stick, which is also hidden, allows our furry friend to change into a different animal.

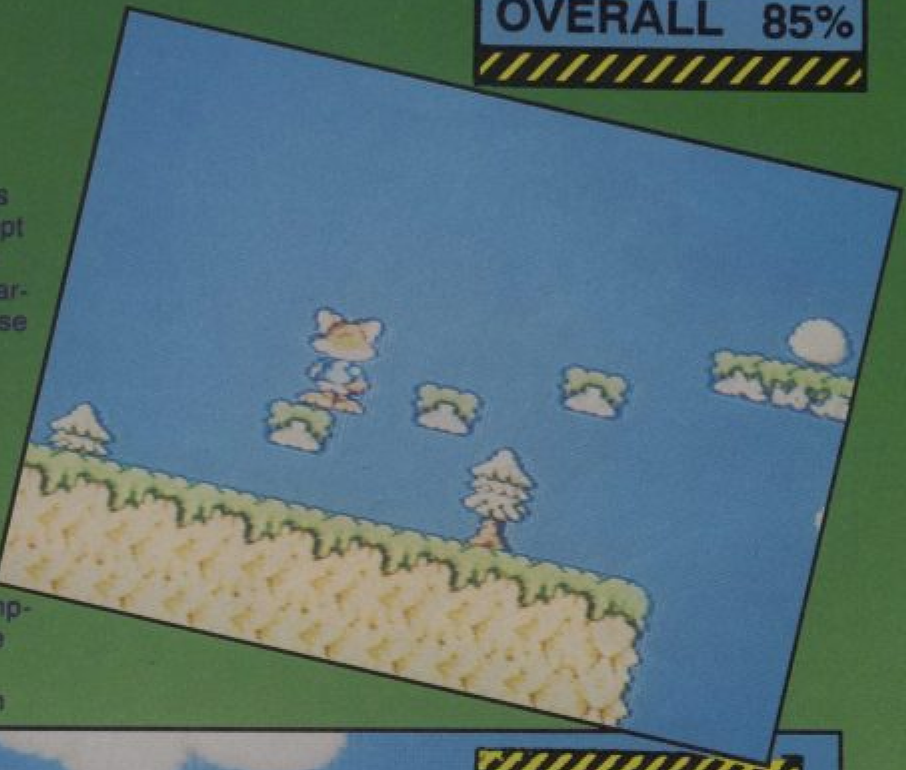
Everything about Psycho Fox is cute and just a bit soppy, but the gameplay is tough and challenging, with a brilliantly balanced difficulty level that lets you get just a little further into the game. If you're a platform game fanatic hankering after something akin to the Nintendo's Super Mario Brothers, don't miss this.

PAUL RAND

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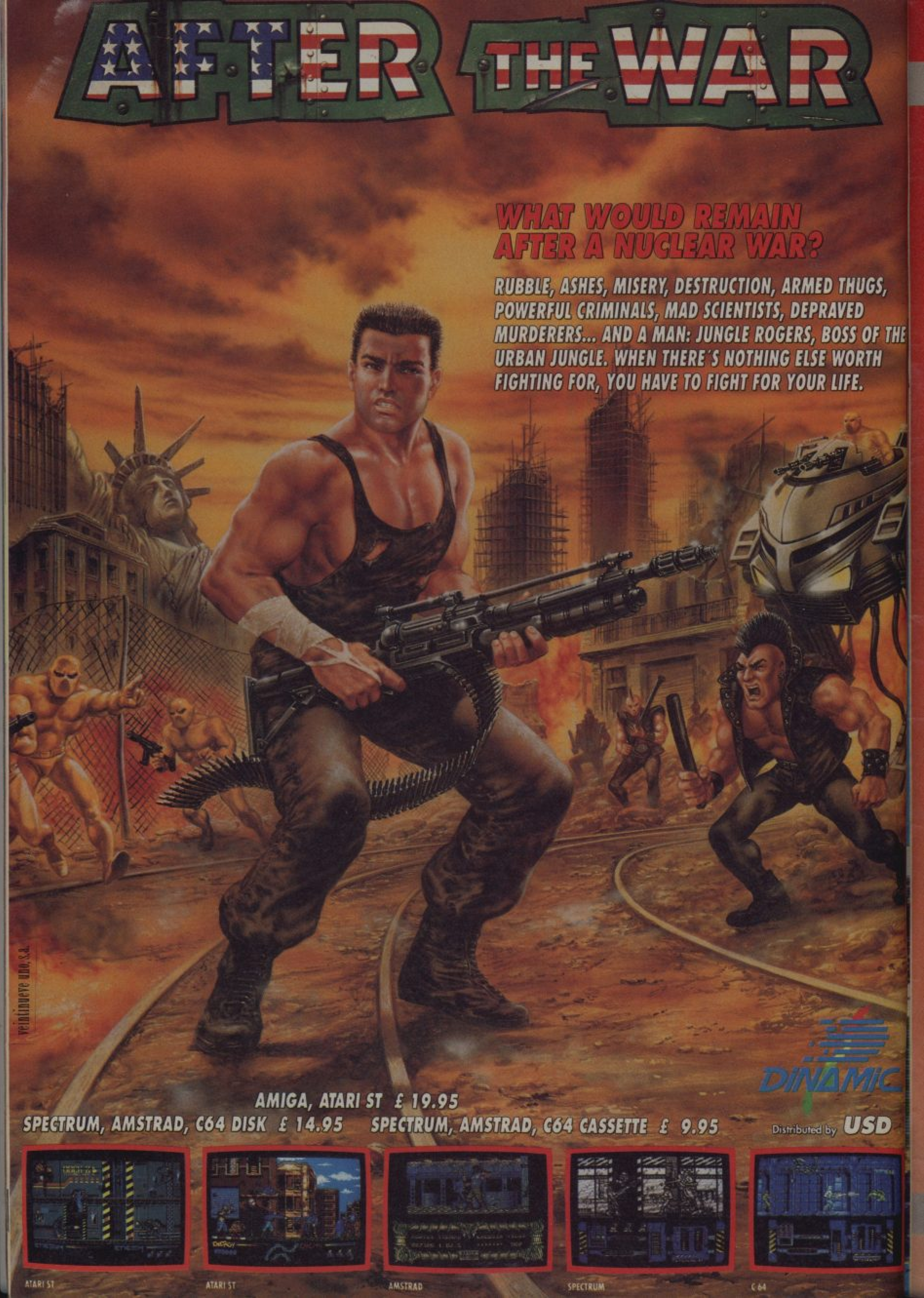
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Hey! Don't push me! I said don't - oh, now look what you've done - jogged me arm just when I was about to take out that platoon of "enemy" squaddies with a single arrow!

Johnny Rambo's me name, rescuing MIAs is me game. Well, more specifically, I'm looking for my old commander, Colonel Trautman who's been locked up by the godless oppressor somewhere behind "enemy" lines. To liven things up a bit, there are six "enemy" emplacements to take out on the way to Old Trouty Boy's (that's what me and the lads at Fort Homicide used to call him) prison cell.

So, off I go, armed with my trusty M-16, my trusty bow and explosive arrows, my trusty sack of time bombs, and my trusty blade between my trusty teeth. The blade is pretty useless, so it's best to hold down the trigger and spray hot lead left, right and centre. The arrows are only effective on inert targets, because for full effect the bowstring has to be pulled right back (which takes time). The time bombs are best kept for blowing up bunkers and machine gun towers.

After the first level, subsequent scenes are mazes. They're simple enough, but the exit doesn't open until a quota of prisoners have been rescued from their cells, or enough helicopters and crates have been blown up.

In between levels, it's time to rummage through the old quiver and nuke the heavy artillery in a 3D section. This bit's quite spectacular, and taking out a missile-firing Hind helicopter with a single arrow is very satisfying. Torching the tanks is a little trickier but not beyond the abilities of an ex-Green Beret like me.

I like my work, and my escapades in this game are possibly the most testing and enjoyable combat action I've seen since that last trip into 'Nam. It looks great, the weapons make nice, loud, violent noises, and there are some corking musical scores running in the background (that's not usually a feature of jungle warfare, but, shucks, I'm not complaining).

PAUL "SLY" GLANCEY

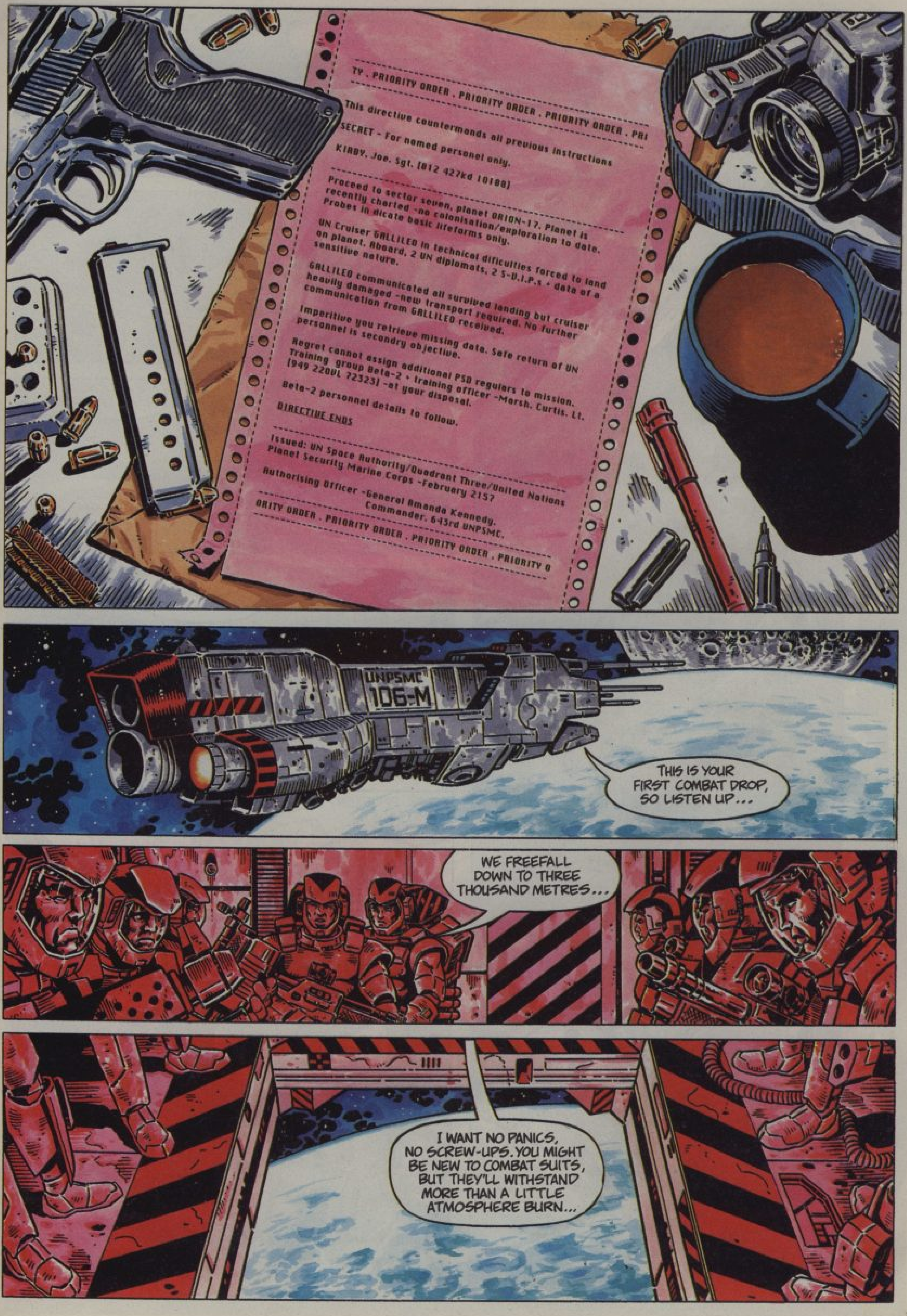


SEGA	£31.90
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SOUND	86%
VALUE	86%
PLAYABILITY	83%

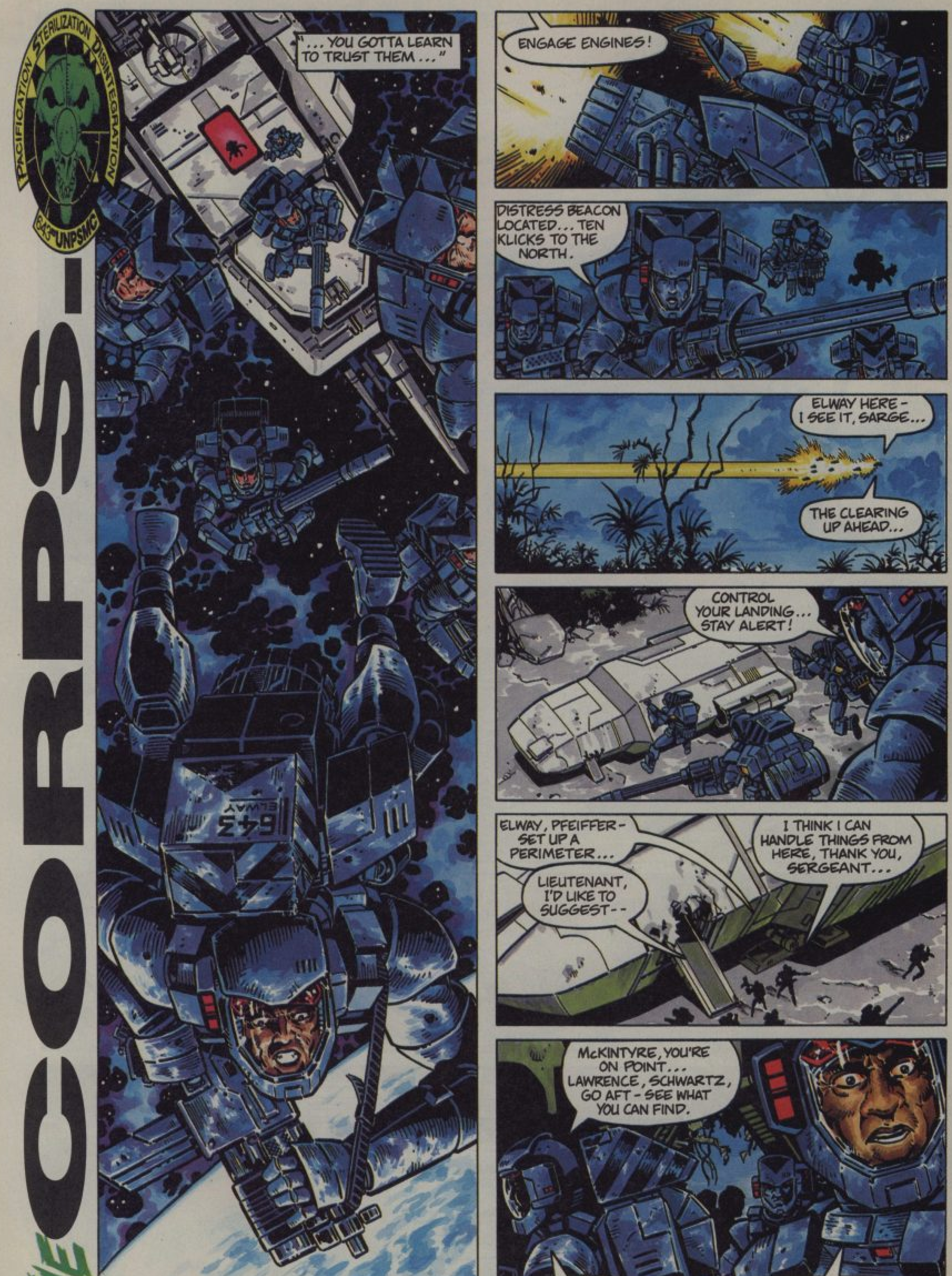
Rip-roaring combat game with loads of blasting to get your teeth into. Not exactly in keeping with the Christmas spirit, though.

OVERALL 85%


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TY . PRIORITY ORDER . PRIORITY ORDER . PRIORITY ORDER . PRI
This directive countermands all previous instructions
SECRET - For named personel only.
KIRBY. Joe. Sgt. [812 427kd 10188]
Proceed to sector seven, planet ORION-17. Planet is recently charted -no colonisation/exploration to date. Probes in dicate basic lifeforms only.
UN Cruiser GALLILEO in technical dificulties forced to land on planet. Aboard, 2 UN diplomats, 2 S-V.I.P.s + data of a sensitive nature.
GALLILEO communicated all survived landing but cruiser heavily damaged -new transport required. No further communication from GALLILEO received.
Imperitive you retrieve missing data. Safe return of UN personnel is secondry objective.
Regret cannot assign additional PSD regulars to mission. Training group Beta-2 + training officer -Marsh. Curtis. Lt. [949 220VL 72323] -at your disposal.
Beta-2 personnel details to follow.
DIRECTIVE ENDS
Issued: UN Space Authority/Quadrant Three/United Nations Planet Security Marine Corps -February 2157
Authorising Officer -General Amanda Kennedy. Commander. 643rd UNPSMC.
ORITY ORDER . PRIORITY ORDER . PRIORITY ORDER . PRIORITY O
UNPSMC
106-M
THIS IS YOUR FIRST COMBAT DROP, SO LISTEN UP...
WE FREEFALL DOWN TO THREE THOUSAND METRES...
I WANT NO PANICS, NO SCREW-UPS. YOU MIGHT BE NEW TO COMBAT SUITS, BUT THEY'LL WITHSTAND MORE THAN A LITTLE ATMOSPHERE BURN...



THE CORPS-
PACIFICATION STERILIZATION DISINTEGRATION
643rd UNPSMC
"... YOU GOTTA LEARN TO TRUST THEM ..."
643 ELWAY
ENGAGE ENGINES!
DISTRESS BEACON LOCATED... TEN KLICKS TO THE NORTH.
ELWAY HERE - I SEE IT, SARGE...
THE CLEARING UP AHEAD...
CONTROL YOUR LANDING... STAY ALERT!
ELWAY, PFEIFFER - SET UP A PERIMETER...
LIEUTENANT, I'D LIKE TO SUGGEST--
I THINK I CAN HANDLE THINGS FROM HERE, THANK YOU, SERGEANT...
McKINTYRE, YOU'RE ON POINT... LAWRENCE, SCHWARTZ, GO AFT - SEE WHAT YOU CAN FIND.
KEEP IT TIGHT- CHECK FOR LIFE SIGNS...
I DON'T THINK WE'LL BE GETTING ANY, LIEUTENANT... OVER HERE...



TO BE CONTINUED...

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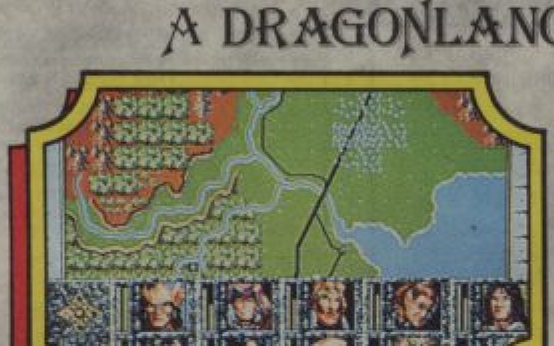
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The Companions must move swiftly through this wartorn land, cautious of strangers but seeking compatriots and ever alert to the rapid advance of the Draconian forces. The courageous elves will finally fall, but there is one last chance to free the loyal slaves held in Pax Tharkas and join together to recover the long-lost sword Wrymslayer in what could be the vital rallying point in rekindling resistance to the plague of darkness sweeping over Krynn.

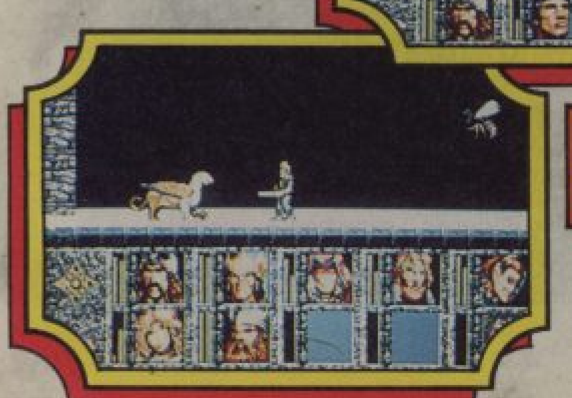
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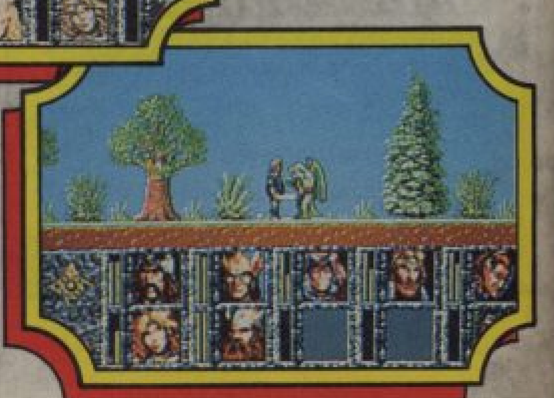
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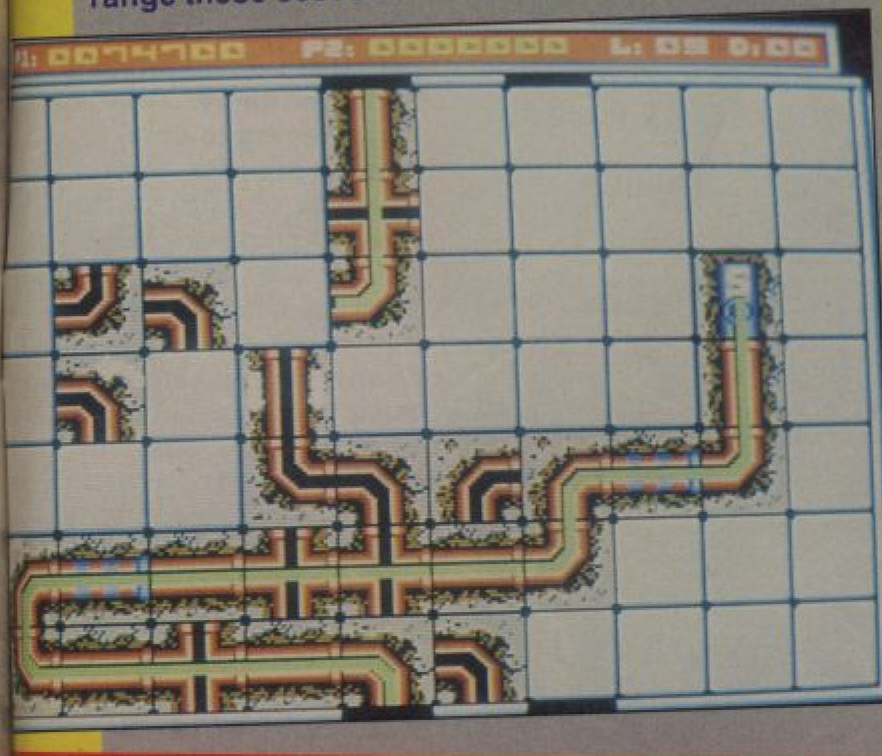
U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.



PIPEMANIA
EMPIRE/ LUCASFILM

While US Gold were concentrating on Lucasfilm's adventure and simulation software, Empire managed to snap up this 16 bit puzzle game which is wowing them in the 'States. Basically, you play a plumber who has to build a pipeline. Simple, eh? Well not quite. You have to build the pipeline out of random oddments of piping sections which are fed to you on a conveyor belt. You have to arrange these sections so as to contain a flow of water which is slowly seeping through the pipeline and of course, if you spill any it's GAME OVER. We've played an American version of the game and our conclusion was that this could be the next Tetris. However, Empire plan to make a couple of superficial alterations, so you'll have to wait till next month for the full review. Take our word for it, though, it's gonna be BIG!

RELEASE: EVERY FORMAT IMAGINABLE, END OF JANUARY
PRICE: TBA



WILD STREETS
TITUS

And who says we never look at Amstrad software? Here's a glimpse of the CPC version of Wild Streets, a beat 'em up from across the Channel which isn't looking too bad at all, really. Walk through the more unsavoury area of the city, dealing a hefty blow to all and sundry. The locals probably won't take an immediate shine to your actions, but don't worry; they'll soon disperse once they cast their eyes on the black panther which you've brought along for a spot of fresh air.

RELEASE: ST AMIGA PC C64 AMSTRAD SPECTRUM, DECEMBER
PRICE: TBA



VAUX
HURIKAN

Before any of you lager louts start dribbling into your pint glasses, this game has nothing whatsoever to do with the brewery of the same name. In Vaux, you are a futuristic black market trader who, to make ends meet, must do a few dodgy deals throughout the galaxy, with the ultimate aim of making enough wonga to buy up the entire trading empire! Programmed by the creator of 16 bit Cybernoid, Tony Cooper, and featuring multidirectional scrolling, a 3D docking procedure and, of course, lots of things to shoot, pick up and sell, Vaux looks to be a cut above your usual shoot and collect 'em up.

RELEASE: ST AMIGA, JANUARY
PRICE: ST AMIGA, £24.95



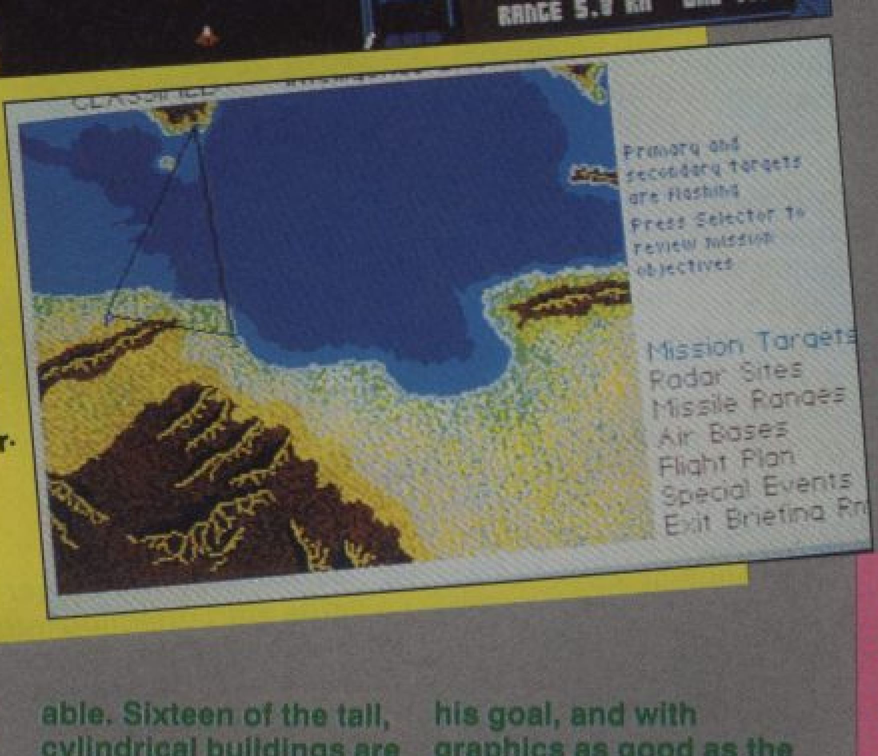
PREVIEW

F-19 STEALTH FIGHTER
MICROPROSE

We've seen it on the C64. We've seen it on the PC. We even saw the first pictures of the real thing on telly the other night. And now, Microprose's award-winning simulation of the USAF's top secret fighter jet is almost ready to fly into the homes of all you ST-owning combat pilots out there! Take to the skies and flush out the Russians in the infamous "invisible" plane, utilising all the features which were available in the PC version. It might not do much for East-West relations, but F-19 Stealth Fighter should have you braving the terrors of the Red Army with the best of them!

RELEASE: ST, SPRING
PRICE: ST, TBA





VENDETTA
SYSTEM 3

If you think that the graphics in Vendetta owe a little to the style of the Last Ninja games then it'd come as no surprise to hear that it's the latest release to come from the System 3 stable. The hero's girlfriend has been kidnapped, as bait to lure the Professor to their lair. Trained in paramilitary skills, you decide to bypass the services of the police and take on the heavy mob single-handedly. Not only do you get to beat up baddies in beautifully-drawn 3D locations like the one in the screenshot, but there's also a Ferrari F40 to pose around in. And who says that vigilantism doesn't pay!

RELEASE: C64, JANUARY
PRICE: C64, TBA

NEBULUS II
HEWSON

Pogo, the small, green frog-like star of Hewson's hit Nebulus returns to the land of Nor and its many towers, inhabited by some of the nastiest nasties imaginable. Sixteen of the tall, cylindrical buildings are waiting for Pogo to liberate, this time with the help of a helicopter and an armoury of extra weapons. Slides, ladders, ropes and similar such obstacles stand between Pogo and completion of his goal, and with graphics as good as the ones shown in this screenshot, who could blame you for wanting to have a crack at it?

RELEASE: ST AMIGA, MAY
PRICE: ST AMIGA, TBA

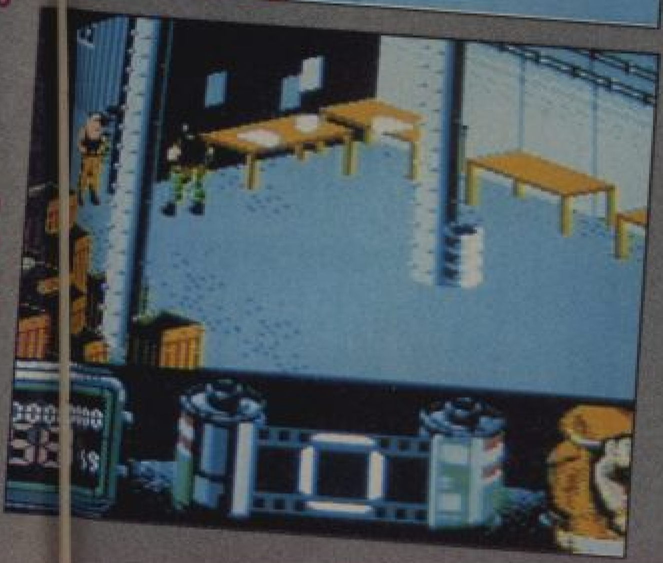


STARFLIGHT
ELECTRONIC ARTS

Think of a computer RPG set in space. Consider the dimensions - 270 star systems, 800 planets, 1.9 million locations per planet. Contemplate having to command a six-man crew made up of some of the most alien aliens this side of Ursa Minor. And then cry when an enemy ship turns you into ozone 'cos you were too busy thinking. This has been out for a while on the PC, but PC owners will soon be able to play Starflight II!

RELEASE: AMIGA C64, DECEMBER ST, JANUARY
PRICE: ST AMIGA £24.99, C64 £14.99





RENAISSANCE

IMPRESSIONS

Who needs conversions of the latest multi-player, hydraulic-everything coin-op when you can take Space Invaders, Asteroids, Centipede and Galaxians, add a few new features and bung them all in one box in time for the post-Xmas sales rush? That's what Impressions have done with their latest release, Renaissance. Up to four players can take part simultaneously while Dave Whittaker music blasts out in the background, warping your brain enough to make you forget that you've just forked out nearly twenty quid on this...

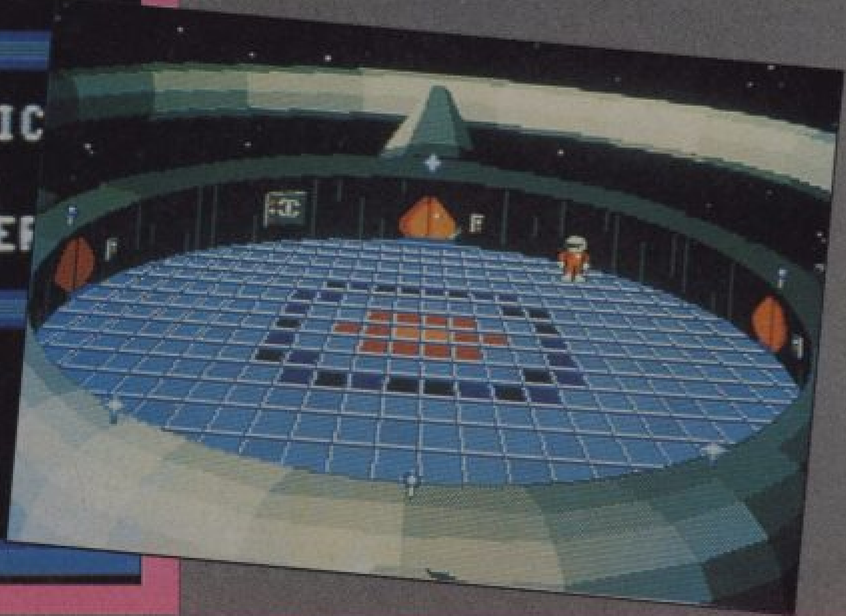
RELEASE: ST AMIGA, JANUARY
PRICE: ST AMIGA, £19.99











JACK NICKLAUS GOLF
ACCOLADE

Drag your caddie along to some of the world's top 18-hole courses as you take on the persona of that golfing great Jack Nicklaus in Accolade's sport sim, officially endorsed by the man in question. Viewed in second-person perspective 3D as seen in this warver impwessive ST scweenshot, pit your golfing skills against trees, bunkers, long grass and choppy winds. Oh yeah, and try to sink the ball in those little holes while you're at it.

RELEASE: ST C64 AMSTRAD, DECEMBER
PRICE: ST £24.99, C64 AMSTRAD £9.99









POWER BOAT
ACCOLADE

After dabbling with aircraft and cars, Accolade have now moved onto the water with their latest simulation, Power Boat. Negotiate a variety of wetlands, including Miami Beach and San Francisco Bay, in one of a selection of well-mean speedboats, dodging the hazards (and the other sailors!) while keeping a watchful eye on your instruments and gazing lovingly at the impressive 3D graphics. Test Drive II with an outboard motor? At least you'll not have the fuzz on your back!

RELEASE: PC AMIGA ST C64, LATE JANUARY
PRICE: AMIGA PC £24.99, C64 £9.99

CYBERBALL
DOMARK/ TENGEN

These Tengen arcade conversions are being knocked out at a fair old rate! The next one to appear will be the computer adaption of the American Football coin-op with a twist - the game is played by 20 feet tall robots instead of humans! 2022 is the year, and violence on-pitch has overtaken that in the stands. Watch as both teams mash each other into piles of scrap metal as they battle to win control of the 350 pound, explosive football. If you're a lover of the sport, and if Tengen's previous conversions are anything to go by, await Cyberball with breath-a-bated.



RELEASE: ST AMIGA PC C64 AMSTRAD

AQUANAUT
PRISM LEISURE

This just missed out on a review this issue because of lack of space, so we thought we'd better tell you that it's an underwater arcade adventure in three parts which pits you (the aquanaut of the title) against nasty aliens who have moved into the lost city of Atlantis. First you have to find swim through mutant sea beasts to find Atlantis, then you have to use high explosive to "evict" the aliens. It's an engrossing sort of game from the programmers of The Kristal which is worth looking out for.

RELEASE: ST AMIGA, NOW
PRICE: ST AMIGA, £24.99









SPECTRUM, JANUARY
PRICE: ST AMIGA £19.99, PC £24.99, C64 AMSTRAD SPECTRUM £9.99



EAGLE'S RIDER
INFOGRAMES

It's the 71st Century and nobody's happy. It's hardly surprising though, the human race is having to fight it out in space with the usual bunch of psychopathic cyborgs who want to take over the universe. You, as Captain Steve Jordan, have to zip through space at light speed in a stolen spacecraft, the Eagle, towards the Cyborg home planet and destroy it. It's not the most original of plots for a 3D shoot 'em up, but it looks quite good doesn't it? Review's comin' reeeeal soon.

RELEASE: ST AMIGA PC, JANUARY
PRICE: ST AMIGA PC, £24.99

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